

# EVER



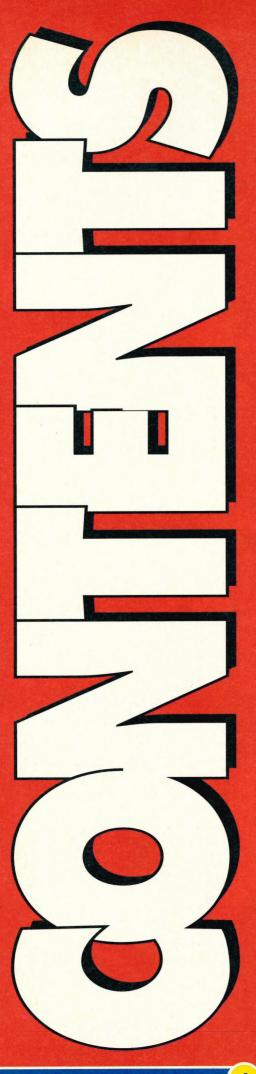
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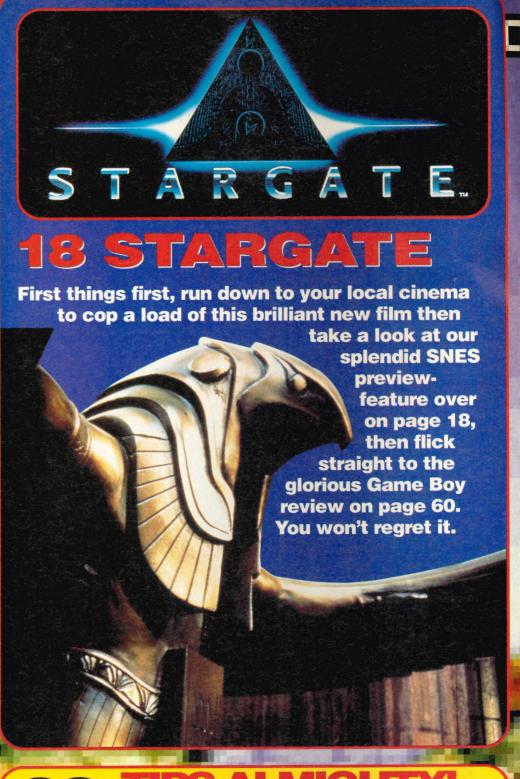
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## 39 TIPS ALMIGHTY!

**DONKEY KONG COUNTRY SOLUTION!** 

As well as our usual tips and the second part of our *Mickey Mania* solution, we also have a whopping 16-page pullout guide to the Christmas number one.

This is the most comprehensive guide in the world and it's over on page 39.





### 14 ATKO INVESTIGATES

Atko stood in the doorway. His eyes glared out from under the rim of his hat. Suddenly, like a flash he reached inside his overcoat, pulled out his

weapon and screamed "Couldn't give this a once-over could you, Johnny? I'm investigating post-Christmas game bargains this month and I want to look my best." Find out what all this drivel is about on page 14.



I invest!

### 88 YES, WE'RE GIVING IT AWAY!

We must be stupid, but once again we're giving away a load of stuff for absolutely nowt. This month: 100 Popoon T-shirts, a day out at Ocean and Granada studios, plus SNES Mighty Max. Hop, skip and, yes indeed, jump over to page 88.



# 26 CLAY FIGHTER 2: JUDGMENT CLAY

Comedy combat is the order of the day, so if you're a fan of the original, you could do worse than to take a look at our Josse's thigh-slappingly jovial review of this comedy cartridge on page 26.



#### 6 VIRTUAL BOY

Just unveiled at the Winter
Consumer Electronics Show in Las
Vegas, we take a look at Nintendo's new
32bit machine and ask "Virtual Reality or
cobblers?" Turn to page 6.

### 8 ULTRA DOOM



It's one of the most incredible games of all time, sadly it's on a PC.
The good news is that an enhanced version is being developed for the Ultra 64.
Read all about it on page 8.

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#### **Reviews**

Please, come in and make yourselves at home.

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### TOTAL NINTENDO NEWS O TOTAL NINI



whole host of sizzling exclusives.

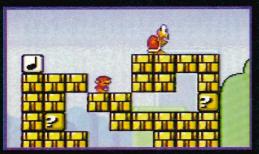
# NINTENDO NEWS

Brand spanking new Nintendo hardware on its way! Read all about the amazing new 3D 32bit system exclusively in TOTAL!

# MRTUAL



Space Pinball: Looks pretty odd when it's still, but when it's in action, erm, it's still odd.



intendo have finally unveiled the legendary Virtual Boy! After the concept of a 32 bit system has been touted around for something like a year, most people (including the TOTAL! team) assumed it was going to be a head mounted display, like the VR machines you find in arcades.

As you can see from the pictures, that isn't quite the case. Yes, the Virtual Boy has twin monitors, that you stare straight into, just like a VR headset, but there is no motion

tracking equipment, and at the moment the early pre-release unit simply sits on a table top. You have to lean over and peer into it, like those saucy picture shows Victorian gentlemen would often peruse, but this time it's not such a cheap thrill. Nintendo are working on a shoulder-strap to enable the gameplayer to move around as they're playing the 3D games. *Teleroboxing* would be especially good for that.

Left: Try to imagine this lot as a red 3D outline on a black screen. Intrigued?



Above: No shoulder strap yet so you have to peer down into the Virtual Boy.

The display unit used comprises of two near identical monitors, each displaying a red image on a black screen. Both images are slightly different, and when brought together, produce a 3D

illusion, previously known as stereoscopic 3D. One possible problem is that with this (not quite finished) version it seems that much of the 32 bit processing power is taken up with displaying two images simultaneously.

The Virtual Boy boasts one of the best joypads ever. Attached by a couple of cables to the main

### VIRTUAL BOY Tech specs

The technical specifications of the Virtual Boy are a pretty closely guarded secret and Nintendo, protective as ever over their new products, certainly aren't saving what lurks inside the machine at this point, but as ever, TOTAL! has the

lowdown, and were you to take one of the little suckers apart, you might find it looks something like this:

The Virtual Boy almost certainly won't look like this. Main CPU: 32 bit NEC processor, either a V810 or V820

ics processor:

**Unknown custom unit** Sound processor:

> 8 bit stereo chip Display unit: Twin oscillating reflection monitors, combining image to produce stereoscopic 3D. Joypad: Eight button left or right handed. Battery life: Seven to eight hours of play.

unit, its twin pistol grips and double movement key are comfortable for left or right handed players. Innovative button positioning and design mean that even though the games themselves aren't complete, controlling them was a joy in itself.

In an innovative departure from traditional polygon-based 3D, Nintendo are developing a bunch of new games, and so far they all seem to be based on top existing Nintendo titles. Mario Bros VB is a version of the multi-million seller, Mario Bros. Space Pinball is oddly 3D in appearance (sorry, it's impossible to describe - it really does look 'odd'), and Teleroboxing is

fairly similar to the tremendous Punch Out, but the characters are robots.

These three are the first batch (none are actually finished yet), and we were surprised the games were shown at this early stage - they're not finished and it's unlike Nintendo to let folks like us get our grubby mitts on their stuff 'til it's complete. Sound comes from speakers mounted on the unit, and like the Game Boy it's stereo, but will hopefully sound a little more impressive than the Game Boy because of the way the larger speakers are mounted.

All in all, the Virtual Boy is a bit of a strange case. It's already being referred to as the "Japanese Product" by certain parties, and there's no official UK release date announced yet.

However, if you remember, the Game Boy got mixed reactions when it was launched, and the new VR32 system will be backed up by more plenty more new games when it is unveiled in the

> USA later this month. Atko will dig out more details for his investigation next month.



The Virtual Boy's Teleroboxing looks like a proper 3D version of Punch Out.

# **Donkey Kong**

ast month we featured a story about the forthcoming advertising campaign for Nintendo's fast-selling Donkey Kong Country, highlighting plans for bus shelters to be adorned with gorilla footprints and blasted with realistic gorilla effects and jungle noises. Well, now they're a reality! Here's the Kongster himself going ape at a site in London. The campaign seems to be doing the trick as Donkey Kong Country is shooting up the charts goodstyle.



It'd be great job being Donkey Kong. You'd keep dry and warm in that gorilla suit.

# **MORE SEGA AD**

Despite complaints being forwarded to the Advertising Standards Authority (ASA), Sega have continued with their 'ambiguous' advertising campaign which has had anti-drug campaigners in uproar this month.

The computer trade monitoring body, ELSPA, has condemned the Virtua Racing 'Score some speed' ad and asked Sega to withdraw or redesign it. Meanwhile Sega have carried on undaunted with their campaign, this time with an advertisement for Ecco: The Tides Of Time (see below).

Once again, if you think the ad is unacceptable we urge you to contact the ASA at 2 Torrington Place, London, WC1E 7HW.



**Protest** to the ASA and we can get this advert banned too.

### TOTAL NINTENDO NEWS TOTAL NIN

# NINTENDO NEWS

# DOOD VIEW WITH A (MULTI-PLAYER?) VIEW



Plenty of redstuff in the very un-PC PC Doom. If you know what I mean.

ast month we told you that a version of Doom is heading for the Ultra 64. Here's the latest on what to expect.

**Doom** is the biggest hit ever on the PC (and that's including last year's massive *Theme Park*) and just out is the absolutely amazing sequel, *Doom II*. Coin-op monsters Williams have done a deal with *Doom* producers ID software to produce the Ultra

64 version, and the modifications made to the PC version in the sequel are the best clue as to quite what the 64bit Nintendo system will have to offer.

The original game is an incredible experience as a one-player gory blast-fest, but with multi-player link up, it's unbelievably atmospheric and involving. The PC's Doom II has more weapons, plenty more grue-

some monsters to waste and over 30 scary levels plus who knows how many

plus who knows how many hidden secret areas? The difficulty levels have been upgraded to make the challenge more testing on each setting and the numerous minor upgrades to graphics (it uses the same graphics engine but with some tweaks), sound and collision detection mean that the whole thing works even better. The single biggest improvement, though, is in the multi-player mode which works a lot smoother, and with more immediate opponent-blasting results.

So what does this mean for the Ultra 64? Well, as ID have picked up on what few criticisms have been levelled at the original **Doom** and modified the game to near-perfection, and with something like a year to develop the game for the Ultra 64, they'll surely make the forthcoming Nintendo game the definitive version.

Plus! As the there's so much emphasis placed on the multi-player link up, and with Williams developing a multi-player link-up for their *Cruis'n USA* Ultra 64 arcade

machines, this means that multiplayer games are a priority for Ultra 64 developers. That, as we are wont to say, is not flippin bad!



"Eat my lead you foul monster!" You'll be hearing plenty of that soon.

# S.P.E.C.U.L.A.T.I.O.N.

Peculiar Exclusives Creepily Unveiled After TOTAL! Investigates Outrageous Nonsense

#### TIN STAR SPAGHETTI?

Howdy pardners! 'Comic' robot sheriff East Driftwood's a comin' to your SNES. Yep, straight form the horse's mouth (erm, wee, Nintendo of America

anyway) comes the news that a new SNES game star is born.

The new horizon-tally-scrolling action shoot-'emup Tin Star will be compatible with joypad, mouse and super scope. Thrice the fun? We'll have to wait and see. Piccies and info next month. And

more info next month. And we don't mean daft piccies of spaghetti and that.





"And you eat my lead, too. Horrid thing!"
You'll probably hear a bit of that, too.

# STREET RACER STREET RACER

Suzanne Mizzi helped promote the SNES version. She did a lot for it. She did a lot for me 'n' all.

ame developers Vivid Image and software house Ubisoft seem to be on the verge of signing up to produce a new version of their stonking great racing game Street Racer for the Ultra 64.

Software developers are now looking to the Ultra 64 as the next programming challenge, and although *Street Racer* is unlikely to feature on the Nintendo/Williams arcade Ultra 64, and the good news is it may be developed in time for the machine's UK release.

As game programmers are looking to the next generation technology, the Ultra 64's cartridge-based format is proving popular. Mev Dinc, Street Racer's designer and producer voiced his concerns about the limitations of working with CDs. "We are currently developing a version of Street Racer for the Sony PlayStation, but are

looking forward to the prospect of going back to cartridges with Nintendo's new machine."

The Ultra 64's Street Racer is likely to be along similar lines to the SNES version. All the characters should be there – including our favourite, Hodja, the odd Turkish lad – plus the excellent graphics and

simultaneous four-player mode. Mr Dinc stressed that their main objective would be to retain the SNES

version's excellent gameplay, and hopefully build on it, but suggested that other minor modifications would be made including trackside objects,

new 'camera' angles and a re-jig for the soccer mode. We'll bring you more details once the development deal is finalised and show you work-in-progress screenshots when they're ready.

In the meanwhile we'll probably use that picture of Suzanne Mizzi. Again.



Let's just hope that the Ultra 64 has fourplayer compatibility, too. Phwoar!

The SNES
version was
great. The
Ultra 64
version
promises
to be brilliant.



The lights change to green and it's GO! GO! GO! for the Ultra 64.

# S.P.E.C.U.L.A.T.I.O.N.

Peculiar Exclusives Creepily Unveiled After TOTAL! Investigates Outrageous Nonsense

# TWO GAMES MOVIE DEATHS

Raul Julia, who had just finished filming the part of M. Bison for the forthcoming Mortal Kombat movie has sadly died aged 54 after a long battle with cancer. As his filming was completed for Mortal Kombat, it will feature in the film. Let's hope that the end result will be a fitting tribute to the actor.

It also appears that Terrence Runte, the co-writer of Super Mario Brothers (the movie) has met his maker. Runte went missing on a swimming trip while researching a movie in Jamaica. His clothes were discovered washed up at an area known as Shark Rock and his body is yet to be found.

# AIS PREY BETTER START PRAYING



### TOTAL NINTENDO NEWS - TOTAL NINT

EL FAMA

# Mortal Kombat

ollowing on from last month's news that

Mortal Kombat III is definitely in development, we can now confirm a

few more facts about the most eagerly awaited beat-'em-up of '95. As revealed last month Sonya and Kano will indeed be back and the latest characters to be confirmed by Williams of America are Shao Kahn, Kung Lao and Goro.

Mortal Kombat III has secretly been in development for six or seven months now. Up until

recently the programmers have remained

tight-lipped on the subject but dribblings are starting to find their way to the TOTAL! office.
We know for sure

that the second sequel will feature more fatalities, better sounds, more samples in fact more of everything.

We also know that an Ultra 64 version is definite and that it's likely to be one of the first versions

Mortal Kombat // is still selling by the sackload. (Just take a look to the right).

launched to the home market (along with the SNES version which is likely to be the very first).

A Mortal Kombat cartoon will be available both sides of the Atlantic soon on video and, strange but true, Mortal Kombat *the stage play* will be touring America next year. Are they bonkers over there or what?

## CHARTS

Well who'd have guessed? (William Hill the bookies did. Andy) Donkey Kong Country was the Christmas number one!



# STES

- Donkey Kong Country
- 2 NE Street Racer
- 3 Starwing
- 4 FIFA Soccer
- 5 ME Lion King
- 6 2 Mortal Kombat II
- 7 ME Secret of Mana
- 8 Super Mario World
- 9 Stunt Race FX
- 10 10 Super Mario Kart

### 7133

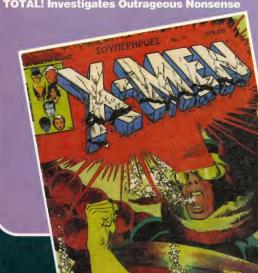
- 1 **2** Swordmaster
- 2 🤚 Battletoads / Double
  - Dragon
- 3 🐞 Pacman
  - Solstice
- 5 Ultimate Air Combat
- 6 **3** Galaxy 5000
- 7 ME Alfred Chicken
- 8 NE Spiderman
- 9 🏮 Tetris 2
- 10 ME Alfred Chicken



- 1 👂 Donkey Kong '94
- 2 2 Tetris 2
- 3 ME Wario Land
- 4 🏋 Kirby's Dreamland
- 5 NE Space Invaders
- 6 Kirby's Pinball Land
- 7 Super Mario Land
- 8 🛚 🖊 Darkwing Duck
- 9 ME Mortal Kombat
- 10 🚺 Jurassic Park

# S.P.E.C.U.L.A.T.I.O.N.

Peculiar Exclusives Creepily Unveiled After TOTAL! Investigates Outrageous Nonsense



#### EXTRA X-MEN

Games giants Capcom and classic comic book crusaders Marvel are getting hitched. Well sort of, anyway. They've done a licencing deal to create new X-Men games that with be featuring in arcade games about now, and will be winging their way to the SNES before too very long. Licenced X-Men have already featured in a number of SNES games, but this deal looks set to bring all the X-Men – Wolverine, Cyclops, Gambit, Beast and Psylocke plus Professer Xavier to your screen.

Capcom sound enthusiastic about the deal, too, claiming that the deal – which they've compared to their own stonking Street Fighter series – is "creating an even stronger connection between avid comic book readers and die-hard game enthusiasts". And what's more, unlike this comic, the games won't all be in Greek. Thank heavens for that.

# The best graphics **EVE**

It can only be PlayStation



# Read the **first** review of Ridge Racer in **Edge**



Issue **seventeen** onsale now at selected newsagents

# COME AND HAVE A GO IF YOU THINK YOU'RE SOFT ENOUGH.



INTERPLAY PRODUCTIONS, 71 MILTON PARK, ABINGDON, OXFORDSHIRE OX14 4RR. TEL: 0235-821666

# In The Case Of The £50 Bargains

It was a quiet day in the Atko detective agency. Business was slow, my secretary was off sick and the coffee machine was churning out the kind of wake-up juice used in voodoo ceremonies. I was sat at my desk making fun balloon animals which was no fun at all, when Thicky Dyer poked his head around the door. How he had the gall to show his face again after last month both angered and intrigued me at the same time. I decided to hear him out.

Special Reserve Mail Order Club 0279 600204 PGA Tour Golf - SNES -\$14.99

ou've got some nerve showing your ugly mug around here after last month's treachery, Thicky."

He smiled and walked into the office, displaying a bulge in his pocket that would make a donkey feel inadequate.

"I'm sorry about last month Atko, we both got hurt and to make up for it I've got a chance-in-a-lifetime case for you."

"I'm listening." He reached into his pocket and

produced a package that left me speechless.

"I'm impressed." It was a wad of fifty pound notes, the kind of wad that could sustain a small country for several years. When I say small country I mean small, the kind of country you could carpet.

"That's a lot of money Thicky. What's the catch?"
On the surface there wasn't a catch. Thicky wanted me to find the best Nintendo bargains I could for £50, what with the January sales and everything, TOTAL! readers wanted to know how best to spend all that money they got for Christmas. I was to get receipts for everything and report back to him within the week. For every fifty I spent he would match it with another fifty for me. I reluctantly agreed to take the case.

As I was going to be pounding the streets Thicky arranged to put me up in a posh hotel in the city which he described as like the one out of *Pretty Woman*. I should have known better.

I arrived late at a seedy shack that didn't look much like a posh hotel to me. I rapped at the door



This is a real bargain. PGA Tour Golf is a nice user-friendly golf sim with easy to use menus that received a rather unfair 69% way back in issue 11. Sim City has been described as possibly the best-value game ever, and at £18.99 it shouldn't be missed. It scored a whopping 94% in issue seven. You also get a lovely new joypad and a dust cover to keep your SNES warm at night.

On top of that you're left with enough change to buy a copy of TOTAL!, a can of fizzy pop and nip into your local arcade for ten minutes. Not bad! and by the time it was answered I had attracted quite a crowd tossing coins in my direction. The guy who let me in was a dirty, balding, George Roper lookalike who turned out to be the manager of what I now knew as *The Grumpy B & B*. He showed me to a room which for some reason reminded me of The Addams Family. Nevertheless I decided to turn in early, I had a full day's shopping ahead of me.

Armed with my wad of fifties I put shoe leather to pavement and began my quest. In every shop I visited I got the same response. The assistants completely ignored me. I would queue at the counter with an armful of Nintendo goodies and get completely blanked for no discernable reason. Did I smell? Was I invisible or could it have something to do with my appearance? Surely a pink feather boa and a touch of British racing green eye-shadow wasn't enough to brand me as a social leper? After a couple hours of this treatment I began to get paranoid. I couldn't hold in my feelings any longer. Tears began streaming down my face and I ran back to *The Grumpy B & B* bawling like baby in a mincing machine.

The landlord was there when I got back. That was the last thing I needed. His grumpy expression brought the tears streaming back, but to my surprise he put his arm around me and asked me what was wrong.

"It's this new Thicky case. Wherever I go they won't serve me and I have all this money and the case has to be completed in a few days. I just don't know what to do."

"It's okay, why don't you calm down for a minute and tell me all about it?"

I told him all about the case and about how nobody would help me. He said he knew just the person to call and left the room. On his return a familiar figure entered the room with him.

For fifty pounds these two-in-one carts are brilliant value. There are four to choose from on the SNES.

100% Sci-Fi Adventure has Super Star Wars and The Lawnmower Man.

100% Adventure contains Super Putty and Super Mario World.

100% Racing features GP1 and Super Off Road.
100% Combat includes Flashback and Equinox.
We reckon that the adventure pack is the best value but for £49.99, you can't really go wrong with any of them.

Most Games Retailers

Telstar Double Value Games -£49.99

TOTAL - £49.99

In our opinion Future Zone is by far the best place to shop for Nintendo bargains. One of the best SNES games ever and three Game Boy games for fifty quid can't be bad. On top of this they have the following SNES games for £19.99: Starwing, World Class Rugby and Flashback.

For £17.99 you can pick up *Super Tennis* for the SNES and at the bargain basement price of just £6.99, *Splitz* for the Game Boy is a top buy. Good stuff!

**Future Zone** 

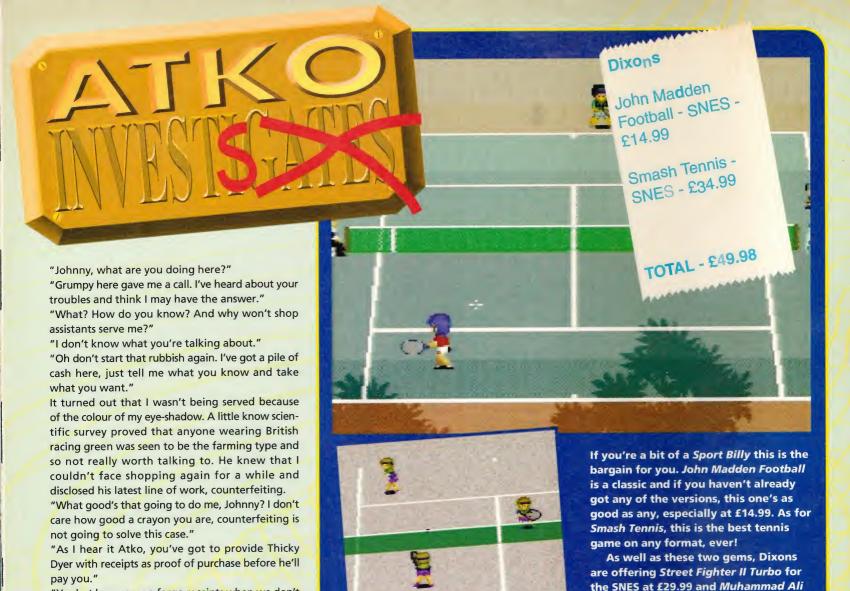
Super Mario World-SNES - £19.99

Kirby's Dreamland-GB - £9.99

Zool - GB -£9.99

Total Carnage - GB - £9.99





Street Racer is one of the best driving games available for the SNES and it's a new release. You wont find this brilliant four-player driving frenzy cheaper anywhere else, that's for sure. Add to this Blues Brothers for the Game Boy and we're talking about a seriously good purchase. If however you've got a couple of quid

"Yes but how can we forge receipts when we don't

even know what the best £50 Nintendo bargains in

Johnny produced a price list covering every

town are?"

extra to spend, scrap Blues Brothers and get Ryan Giggs Soccer for the SNES at the superb price of £19.99.





for the Game Boy at £12.99.

Nintendo product in town.

- "Where did you get hold of that?"
- "I don't rightly remember."

"Oh, alright, whatever. Let's get to work."

I searched the list for bargains while Johnny produced top quality fake receipts. When Johnny had finished I made up the case files and hot-footed it over to Thicky's office. I received double the pay I was expecting and nobody got hurt. Maybe I'll work for Thicky again.

So there it was, the case of the £50 bargains dead and buried largely due to the ever resourceful Johnny. Thicky was happy, Johnny is looking for a new line of work (as usual) and I've got a stack of cash to take to Las Vegas next month when I investigate the winter CES. Hoorah!

Curiously enough WH Smith is one of the best places for getting Game Boy accessories. The Snap 'N Power rechargeable battery pack is just £14.99 and the Total Support System (that suitcase thing with all the compartments and add-on bits) is a mere £29.99. You also get the added bonus of being able to pick up a copy of TOTAL! while you're in there. Excellent!

WH Smith

Game Boy -

GB Handy Carry Case - £10.99

TOTAL - £50.98

#### NEXT MONTH

What I'd really like to do is take some time off and get to know my new secretary, Richard, a bit better. But that Thicky Dyer said something about a job he wanted me to do in the States for him – something about an investigation into the CES, whatever that is.

"Look, Atko. The CES is just about the most important event of the year for gamers. It's the biggets show in the world and you've got to find out all about the Nintendo scene."

Oh, right. So I'll be investigating that, then. Cheers!





#### Rumbelows

Cool Spot - SNES - £19.99

Aladdin - SNES -

TOTAL - £44.98

Platform junkies won't do much better than this for forty five quid. They're both great games! Also in the £19.99 price bracket are Lawnmower Man, NBA All Stars, Battle Clash, Striker and Street Fighter.

Also worth looking out for are the half price Game Genies clocking in at £17.49 and £12.49 for the SNES and Game Boy respectively.





#### REVIEW FEATURE PREVIEW FEATURE PREVIEW happens. Together with a crack commando unit For SNES importance. James Spader plays a free thinking Egyptology Professor who reckons he might have and a nuclear bomb they go through the Stargate From: Acclaim solved the mystery of the Pyramids. He gets called and... Come on, if you haven't seen it we're not Release: March up to help O'Neil unlock the secrets of the mystegoing to spoil the whole thing for you. rious Stargate dug up in Egypt in 1932. This turns As luck would have it, TOTAL! attended the UK now you must all have heard of, or indeed out to be an ancient doorway to the other side of premier of Stargate in November last year and what een the \$70 million sci-fi epic Stargate. For the Universe - one million light years away as it a corker it was too! Just take a look at these screenthose of you living on the planet No Life shots, no expense spared or what? Apparently the here's the plot rundown: Stargate stars Kurt Russel sets used in the film are the biggest since the classic epic The Ten Commandments and it shows. You may remember last month we previewed an early version of the SNES license. Well the good news is it's just about finished and looking very smart indeed. We only managed to get a go on the first few levels but so far, so good. Graphically Stargate is looking considerably slicker than when we last got a sneak peek. The digitized sprites have had the finishing touches put to them and the main character (Kurt Russel in the film) moves beautifully. He can now fire his gun in any direction at any time, even when handing or leaping in his Flashback type way. The most pleasant surprise is the level design. It's tough and there are loads of secret bits! Hoorah! On top of this we have mind-boggling parallax scrolling and well thought out, varied settings. It's not often that a game surpasses the film on which it is based in terms of atmosphere, but this looks like doing just that. We'll be bringing you a full review next month but in the mean time turn to page 60 and check out our exclusive review of the Game Boy version. Until next month we'll leave you drooling over these SNES screenshots. Not Bad! **TOTAL! ISSUE 38 FEB 95**

# FEATURE PREVIEW FEATURE PREVIEW FEATURE



A mammoth/camel type arrangement.



Cheesy gold-plated market goods anyone?



James Spader's pulled a girl with one eye.



Fancy a go on my stick? It's lots of fun.



Right: Kurt Russell's purple hat is no match for Atko's pink feather boa when it comes to tasteless fashions.

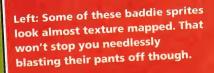


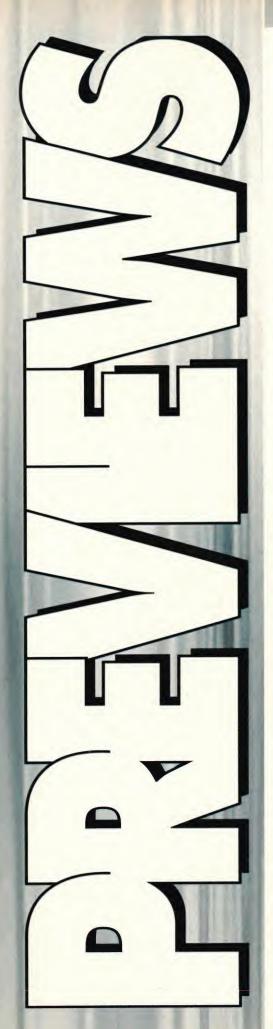
Right: Evil Ra's disciples must be seen off immediately before they blast you with their very futuristic sticks.



Left: This looks suspiciously like Jabba's palace from out of Return Of The Jedi. Oh well, if you're going to crib from another film, the Star Wars trilogy are as good a choice as any.







# PREVENS PREVENS P

For ▶ Super NES From ▶ Sony

# DDAMS FA



Surely this can't be the intro sequence to a SNES game? Get back on the PC, first person 3D perspective. Go on, be gone!



he original Addams Family game was a bit of a disappointment but then so was the film if the truth be known. The second game Pugley's Scavenger Hunt was a shockingly good platformer released very close to the film's sequel Addams Family Values. Well now we have the third in the series based on the second film (this is all getting very confusing - Andy).

Addams Family Values sees the new addition of baby Pubert to that spooky, kooky family. Pubert has been abducted by the evil nanny Debbie Jallinsky and after receiving a ransom note, Gomez and Fester discover that she's hiding in a mansion just a few miles out of town. The whole family set off on a quest to save Pubert and this is where the game kicks off.

You take on the role of Fester and with the help of the rest of the family must see off Debbie's friends, avoid traps and solve

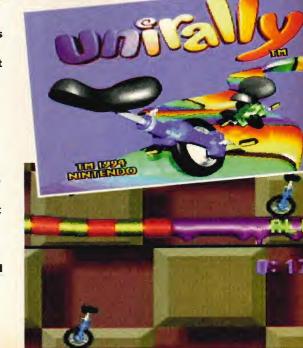
For ▶ Super Nes **Nintendo** 

#### ormally known as Uniracer, Nintendo's re-named Unirally has just been completed for a March release. We got hold of a copy just as this issue was going to print so in time-honoured tradition we yelled "Stop the presses!" to bring you a

This one or two-player bonkers racer is the fastest thing we've ever seen on the SNES. The programmers reckon it's nearly three times faster than Sega's Sonic and we certainly believe them.

sneak peek.

Set out over countless levels (we haven't found all the secret ones yet) you choose between 12 different unicycles each with their own character, a like in Stunt Race FX. The animation has to be seen to be believed and the sprites are rendered in a Donkey Kong Country kind of a way. Not bad!



# EVEWS PREVIOUS PREVIOUS PREVIOUS

# MILY

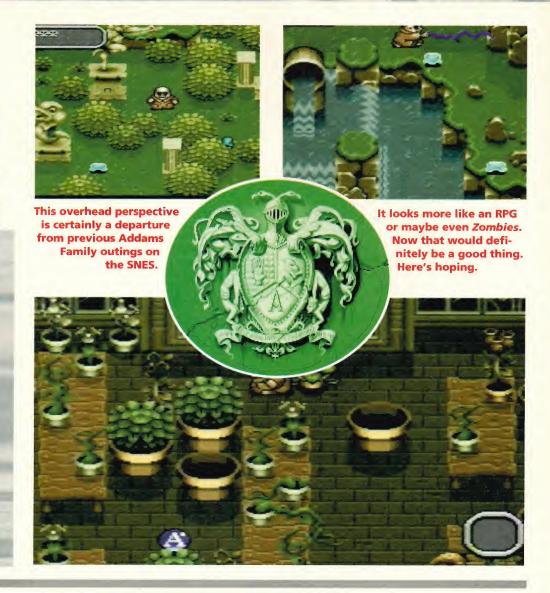


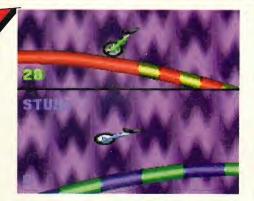
Fester's not a good looking felia. Johnny looks very similar first thing in the morning.

all manner of puzzles. The game is split into seven different levels which (and this is a good feature) may be tackled in any order that tickles your fancy. Hoorah!

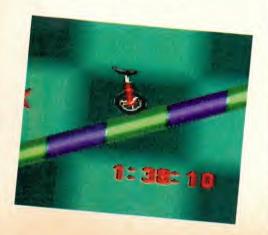
From what we've seen of it so far, this looks like being the best Addams Family license yet. The graphics look gorgeous at this stage and a great deal of effort seems to have been put into the level design, a rarity in platformers these days. Needless to say, that old toe-tappin' Addams family music is prominent throughout, and the rest of the effects ooze class.

We'll hopefully be bringing you an exclusive review of *Addams Family Values* next month. It should be a goodie.





It may look a bit ordinary here but you should see the speed of it. Wow!



For ▶ Super Nes From ▶ Titus

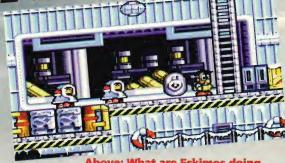
# SJNK OK SVVIII

ot on the heels of the top puzzler Brainies, Titus are near completion on a more platform-based mindstretcher, Sink Or Swim.

The SS Lucifer is sinking and only the cool-headed Kevin Codner is level headed enough to save the stupid passengers and crew. He must guide these dumb unfortunates through over 100 levels of conveyor belts, ladders and hatches by cunningly pulling all the right levers, pressing the right buttons and shifting crates. Only then will the passengers be free.

Yes it does sound like a *Lemmings* clone but surely that's a good thing – it's one of the most addictive and best selling games ever. Either way, look out for an exclusive review next month.

Cynics may argue that this is just a Lemmings clone. Maybe, but it looks good.



Above: What are Eskimos doing on a luxury ocean liner? Find out in our review next month.



# PREVIEWS PREVIEWS PREVIEWS PREVIEWS

# KID CLOWN IN CRAZY CHASE

For ➤ Super Nes
From ➤ Nintendo

ere's that old, old story of clown meets princess, aliens kidnap Princess and clown runs frantically through mayhem-filled levels to save her.

Its hard to pin-point exactly which genre *Kid Clown In Crazy Chase* falls into. It would appear to be a platformer but it's more of a skewed perspective running collect-'em-up. Whatever it is we reckon this'll be a big hit when it's released in March.

The graphics seem wonderful and there's certainly enough humour to sustain several series of BBC sitcoms. Let's hope it's as playable and addictive as it looks.

As always you can count on a comprehensive review in the next fun-packed issue of TOTAL!





Kid Clown tries the old hop, skip and jump. There could be a splinter/plum incident.

Left: Yes I know this is a bonkers looking game. Just try it, that's all I ask.

> or ► Super Nes From ► Titus



Ardy suffers from a terrible chaffing as his pants clearly catch on fire. He should have

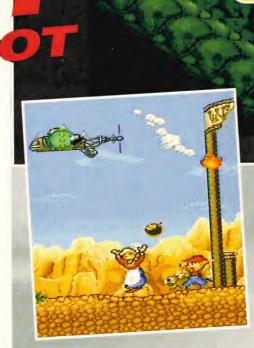
worn some thick

# ARD

hat more platformers? You lot just can't get enough of them can you. Just as well, because there doesn't seem to be an end in sight. The latest offering in this ever increasing genre is *Ardy* Lightfoot from Titus.

You take on the role of Ardy, a strange dog-like creature with a very bouncy tail. Together with a whole host of friends you must save Prismland from the evil forces of Visconty the devil. Visconty has stolen all the colours of the rainbow and your task is to get one back from each of the seven massive levels.

So far Ardy Lightfoot looks very promising indeed. The graphics are bright and varied and gameplay seems well balanced. You'll have to wait until our full review next month to find out whether or not the challenge is up to scratch.



Oh how unusual. A damsel in distress. Probably some princess or other.

This is the second level of the colossal map screen. Small houses, though.



# "Dust't water the whites of their myes..

DON'T TRY

AND DON'T FORCET TO WAS

"MEGA DRIVE SHOOT-'EM-DOWN OF THE YEAR"

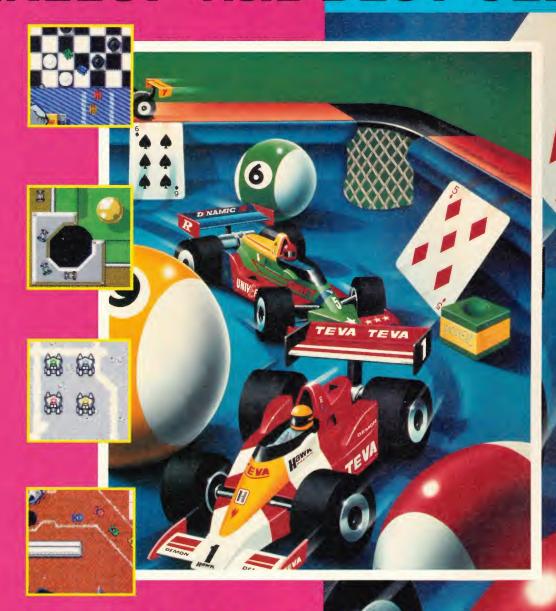
CANNON FODDER
S COMPLETELY
EXCELLENT"

AVAILABLE ON

# Mirro Michines

MINIATU

# GALLUP No.1 BEST SELLER







**GAME BOY!** 

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Last month we started this page off by saying "It's our Birthday." but this month it's not, which is a shame since we can't think of anything useful to say. So maybe we should simply say "Happy New Year!" Or perhaps "Beam me up Scotty." or "She's gonna blow Cap'n!" Still, it's all academic now because we have reached the end of this tawdry little paragraph unscathed and we can get on with the game descriptions.

#### SNES

#### **CLAY FIGHTER 2**

Our Josse doffs his George Roper disguise for a few hours in order to pay full attention to this hilarious sequel. Things are looking promising: All the moves are there, all the humour has been retain, the animation is a dream. But where, oh where, has the Elvis impersonator gone?

#### STAR TREK: STAR FLEET ACADEMY

Josse is up again, and this time he's poncing around in his anorak claiming that Star Trek is

actually a very interesting topic of conversation at a dinner party, thank you very much.

#### THE PAGEMASTER

30

The team perform synchronised vomiting at the prospect of having to sit through several hours of Macaulay Culkin related gaming.

#### SUPER BC KID

32

A very odd game. Very, very odd. Very odd indeed. Even more odd than Bill Oddie, and he's pretty odd, frankly.

#### LORD OF THE RINGS

34

Frodo Baggins gets riled about the lack of decent shoes in his size and travels off on a Hush Puppies-related quest... probably.

#### MICHAEL JORDAN

37

Another basketball star appears in a game that isn't quite, er, basketball-related. What the dickens is going on?

#### TROY AIKMAN

55

American footy. Lots of plays, lots of bumping into each other and, hopefully, lots of fit girlie cheer leaders. Phwoar!

#### **MIGHTY MAX**

59

We reckon it's a crap cartoon but thankfully this is a refreshingly different platformer. At last somebody's making a bit of an effort on the licence front.

#### **GAME BOY**

STARGATE

60

Hurrah for big budget fantasy/sci-fi adventures eh? Hurrah also for girls, Christmas and vast National Lottery wins! Erm, yes, so *Stargate* gets reviewed on page 60

#### MR NUTZ

62

Originally an Amiga game, and not a bad one at that, let's see just how well it's converted over onto the humble Game Boy.

#### BC KID 2

**5**5

Well, the SNES version was a corker, but as we all know, it doesn't necessarily mean the Game Boy game will be any good. Let's see...

#### PAGEMASTER

67

Yuk, spew, vomit... here comes that little brat Macaulay. Still, let's not judge a game by its foul little star eh?

#### MONSTER TRUCK WARS 71

A dreadful little game in which you get inside an oversized truck and swear at the appallingly unresponsive controls for a bit.



JUDGMENT CLAY





PLAYERS: 1 Or 2 FROM: INTERPLAY PRICE: £TBA RELEASE: TBA Even weaker and wobblier at the knees than usual, our Josse prepares for Judgment Clay...

Il one-on-one beat-'em-ups are Street Fighter clones, right? Oh come off it, that's like saying that all platformers are ripping Mario off. Yeah, sure the original Clayfighter and this sequel follow the genre's format with two-out-of-three challenges and energy bars across the top, but Clayfighter is the most original fighting game of them all.

Clayfighter 2 is, of course, very close to the original, but that's no bad thing. Fat Frank gave Clayfighter 88% back in issue 27 and at the time I thought he'd been a bit

generous (maybe he was
blinded by the circa '74
cheeseburger-addicted Elvisalike Blue Suede Goo's
brilliance), but after the game had been
kicking around the office for a few months and
we've all had the chance to learn the moves I
agreed with his high score and even
thought it might have been worth 90%

for the grin factor.

Sadly Blue Suede Goo is missing from Judgment Clay (there were complaints from Elvis's fan club but I can't imagine that they were taken that seriously) but there are a whole

One of Blob's better looking but less effective moves, the eyeball bulge. Smashing!



Blob, since the sad demise of Blue Suede Goo, is my favourite charcter.

#### THE KING IS DEAD

Sadly Blue Suede Goo has gone. Every year millions of visitors will come to pay their respects at his graveside. You won't see him in *Clayfighter 2 Judgment* 

Clay so here's one last shot of a truly legendary, quiffed right up (If sadly obese) game character.



Nana and Kangoo get down to traditional fisticuffs. Eat your heart out, Ken and Ryu.





Don't worry, Tiny's not on fire. It's just the background.

"How about Tournament Fighters?"

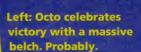
#### ATKO SAYS...

Okay if you're after a decent beat-'em-up but have already got or are bored of hearing about SSF and MKII, then both Clayfighter games are pretty good but neither match up to Turtles Tournament Fighters (TOTAL! issue 25, 90%)

Street Fighter-style, each character has their own home turf. I can't remember whose this is.



The big baby Goo Goo takes a fall while Nana flexes his muscles





Bad Mr Frosty isn't entirely happy with being under the sea in an Octopus' garden.

host of new and bonkers characters for you to get your teeth into. In fact only Bad Mr Frosty, The Blob and Tiny remain but are joined by Hoppy the Battle Bunny, Goo Goo, Kangoo, Nana Man and Octo in a stupid button-bashing festival of infeasible cartoon idiocy. Hurrah for that!

Sure, the gameplay's not in the same league as Street Fighter or Mortal Kombat II, but you knew that anyway, and aside from the

new special moves it's largely unaltered. The first few goes are



It's MKII! Bad Mr Frosty takes a pummeling from Octo's spinning cartwheel attack.

do something stupid, but once you've learnt a couple of silly moves (Nana Man's Banana Slice is great) there's plenty of scope for some testing play and great competition (Thicky's really good at it and it's really

All in all it's just as good, if not better than the original, but it's a shame the best character, Blue

Suede Goo, had to go. I love it!

annoying me).



A slice of the action's going Goo'Goo's way as Nana unleashes hot, erm... Nana.

Brilliant characters, clever backdrops and more than adequate animation



The better-than-average music is well complemented by the silly sound effects



Not exactly Street Fighter II but there are enough moves to ensure it's not embarrassingly thin



One of the funniest games two players can get down to, but more moves would make it even better



"The major difference between this and the original is a load of new characters. They're both great fun but I reckon Judgment Clay just edges it"



Don't you just love a game that has a dinner option. TOTAL!'s top innovation award goes out to *Starfleet Academy*.

STARFLEET ACADEMY



Choose between five different ships but why? They're all the same on the inside.

Now where did we put those dilithium crystals? Oh no! Josse, spit those out...

he weird thing about this is that, whereas ordinary games tend to be simulators of things – aeroplanes, cars, boats or whatever – this one's a simulation of a simulation. You're at Starfleet Academy, learning how to fly spacechins with

how to fly spaceships without the risk of actually getting killed by some unknown lifeforce, or falling in love with a woman with three ("Arms!" Andy). If anything goes wrong, you get a slapped wrist from teacher and are told to try again. This inevitably detracts from the excitement.

PLAYERS:

1.2

FROM:

INTERPLAY

PRICE:

**ETBA** 

RELEASE:

TBA

Not that there'd have been any anyway. Star Trek: Starfleet Academy is utterly dreadful, and you'll have seen everything it has to offer within minutes of switching on your SNES. Although there are hundreds of menus to wade through, offering what seem to be endless choices, they all lead to the same thing – either training (flying around beacons, and learning how the tractor beam works, and doing some simple tasks), or trying one of three simulated missions.

Simulated missions, eh? Yes, but they're awful. One's a made-up one, while the other two are based on two of the Star Trek films, but in each case all you have to do is shoot another spaceship, while dialogue from the film appears on the screen as appropriate. And shooting spaceships involves staring at a black rectangle in the middle of the screen, waggling the controls about randomly until a spaceship drifts into view, with the help of a blurry scanner little bigger than a 2p piece. It's even worse than the rather

cack Wing Commander or Warpspeed, if you've ever played those dreadful items, although the exteriors of the 3D spaceships and the close-up planets do look quite nice.





Quick, there he goes. Oh bugger! I suppose we'll have to wait another 15 mins then.



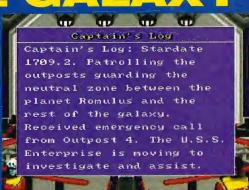
Get used to this view. Most of your time will be spent staring at black nothingness.

#### SAVE THE GALAXY

These are the three simulated missions at your disposal, which you seem to be able to play without bothering with any of the other training stuff. If you want.

#### MISSION 1

In the first one, some space stations are being attacked by a mysterious enemy, just like what might happen in the real Star Trek on the telly. When you get there, you find it's another spaceship. Shoot it.





At last, after seven years of battling Aliens, losing non-speaking members of the crew and snogging all the female staff, we have reached the planet of Tomatothon.

Split screen mode allows you and a friend to seek and destroy other.

through the computer's about Klingons and things if you want, but you just get without any pictures.

Yeuch. This sort of thing makes me embarrassed to be a Trekkie.

If I was one.

It's all just staring into space or reading tedious text





#### GRAPHICS

The spaceships look quite good, but everything else is terribly dull, especially all the text



#### SOUNDS

Pops, bangs and some music. Pretty much what you'd expect, basically



#### GAMEPLAY

Okay for a few minutes, but then crashes through the floor into the tedium-filled basement



#### LIFESPAN

Hours at the most, and it'd probably be kindest simply to switch off the respirator now



# Tch."

Jones



**FOTAL! JUDGEMENT** 

"What is it about

**Star Trek games?** 

This starts with a

terrible idea, and

Right: Is that ship flying sideways or are we flying down towards it? I hate space.

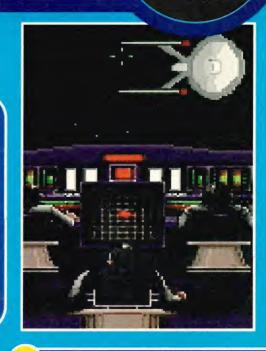
Left: M.C. Hammer has never been in Star TreK. He's a bit of a rubbish singer too.



The second is based on Star Trek 2. Some writing on the screen reveals that Khan has captured a Federation ship with the Genesis device on board. Shoot it.



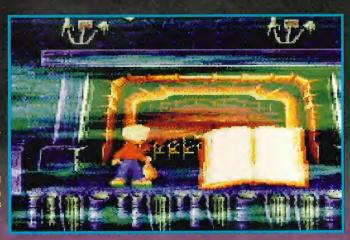
And the third is out of Star Trek 6. A rogue Klingon ship is trying to disrupt an important peace conference. Guess what you have to do. That's right, shoot it.





I want to know what that third option is, behind 'End'.

The greasy
stuff is a
special effect,
not something
wrong with
your copy of
TOTAL!



# PAGEMAS



You've got to collect keys. 100 give you an extra life, I shouldn't be surprised.

PLAYERS:
ONE
FROM:
VIRGIN
PRICE:
£TBA
RELEASE:
NOW

Andy gets the feeling he's been here before. And – urgh – what's that? It's Macaulay Culkin, isn't it?

hy do people keep writing the same game over and over again? Just imagine if Arnold Swarzenegger kept starring in exactly the same film every

year, changing his name and clothes a bit in the hope that we wouldn't notice. Or Take That kept singing the same song, only with slightly different words. Oh. Er. He does. And they do. Tsk, eh?

Anyway, here's that platform game again. This time it's called *The Pagemaster*, and the character in it looks a bit like Macaulay Culkin. It's based on a film which I haven't seen (for obvious reasons), but it sounds a bit like The Neverending Story, with

Macaulay getting sucked into a book or something.

Not that it really matters, because in the game, as usual, you jump around on some platforms and collect things. And the chances are you're completely sick of death of doing this in



practically every game you buy, and wish games designers would get out of bed a little earlier and come up with something more imaginative. This one might have made quite a nice Zeldastyle RPG, for example.

Or perhaps it's just me. Perhaps you were only today thinking, "Cor, I really fancy paying forty quid for another platform game." In which case, you'll be pleased to hear that *The Pagemaster* is actually quite a good one. The animation is excellent, with Macaulay leaping about with great agility, and there's lots of parallax scrolling and special transparent effects. The use of power-ups is pleasingly inventive, too – they do things like making you jump higher, or stick to the ceiling by your hands, or throw apples at baddies.

But all the levels look the same in the first world, and I was bored of it before I got

any further than that.

Puggsley's Scavenger

Hunt was a much
better attempt at
the same sort of
thing. Or of course
there's

Donkey Kong
Country. ANDY





This map shows you how you're getting on in the current world. (Not very well, in my case.) Innovative, eh readers?

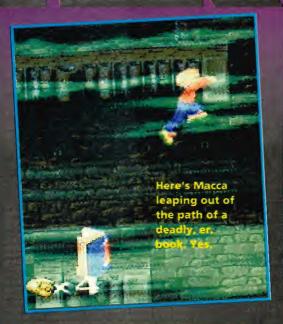


"Save up and get Donkey Kong Country"

#### ATKO SAYS...

Just like Andy said, this is a bog-standard, good-looking platformer, and there are hundreds of those to choose from. Unless you're a Macaulay fan then go for something with more variety, challenge and innovation. Get Donkey Kong Country instead.

# FER





You get to these bonus levels by running into special 'things'. They scroll around in 3D, and you collect stuff while trying to avoid crashing into obstacles. Ho hum.

# TOTAL!

If you're having a spot of trouble seeing through the gloom in the atmospherically dark first levels...



#### LIFESPAN

GAMEPLAY

GRAPHICS

tion is nicely done

SOUNDS

Not bad at all, if a bit murky and

dingy on some levels. The anima-

The music grinds you down fairly

quickly, and you can't turn it off. But the effects are okay

It all seems to work okay, bar the

odd jump-off-the-edge-of-thescreen-and-hope bit

Ho hum. Even if you don't mind it being unoriginal, this one's even duller than the norm



#### TOTAL! JUDGEMENT

"Slickly produced and everything. But, honestly, it's the same old formula rehashed for the hundredth time. And it quickly gets pretty darn repetitive"

### TOTAL! SCORE



# SUPER LINE OF THE POPULATION O

ruu s Bogs



Left: bonk

Left: The intro sequence is as bonkers as the rest of the game.

Below: Pick a tunnel and prepare to squeeze through the maze.



The first level boss is a swine to nail in his 70s hanging chair. Jump on his lap.



You'd be quite happy resting your pint or doing a spot of ironing on BC Kid's head.



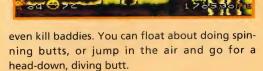
1 😂 85

here's a lesson to be learnt from Super BC Kid. A universal truth if you

will. If you're walking around, minding your own business, and something troublesome pops up, don't waste time thinking about it. Use your head in a more direct response. Simply nut it. It's not a very good lesson, admittedly and you won't find many things that come off worse than you when headbutted but, hey, it's good fun in BC Kid's odd, headache-free world.

MARCH

In fact, until you've played *BC Kid* you won't have appreciated just how many ways a Glasgow kiss can be useful. You can use it to butt a yellow spring flower into the air for head-balance transportation. You can bounce between walls, butting away. You can crumble blocks of rock. You can



But BC Kid's not one dimensional. Oh no. Collect the right sweets and he'll change. He goes very big, very small, very heavily eyebrowed, very dinosaury or very madly dinosaury.

"The Kid's alright"

#### JOSSE SAYS...

Admittedly, Super BC Kid doesn't look that hot but don't be put off by the screenshots – there's stacks of fun in this cart. The one thing that surprises me, though, is how they couldn't get this simple formula to be as effective on the Game Boy version.



#### Ooh, me 'ead ! The changing face of BC Kid.

When you come to a network of tubes don't trust to luck or you'll be zooming around all day. Look for a circle and go down the tube beneath.

CHANGING FACE 1
The very very large
baby head. This is
clearly not natural.



CHANGING FACE 2
The mad, yet
manly, eyebrow
look. (Remember
Will Groves who
used to work on
TOTAL!?)



CHANGING FACE 3
The absolutely bonkers, 'Get-out-of-the-way-please', psychedelic ensemble.



Massive, orig

and most importantly, lots of fun

Looks are basic
Looks are basic
and maybe is a
gameplay is a
gameplay is a
gameplay is a
sind too easy
tad too easy
tad too easy
tad too easy

He does these things for a reason, mind. Or at least I suspect he does. No-one (well, no-one in our office) seems to know what the plot is but judging from our kid's journey through towns, dinosaur-infested bridges, jumbo jets, sewer systems, pipes, monster intestines and hearts, parasite intestines within monster's intestines and lava, it must be pretty good, eh?

Even if it isn't, the game itself makes up for it. Although it's a bit easy, *BC Kid* does well by sticking with basic graphics and playing well.

Kid himself is a bit odd to control at first but once you're used to his little quirks he does all you can ask of him and the levels, although sparsely populated always seem to lead somewhere without giving you the impression that you're being led. Oh, and there's a sort of flying flower that picks you up by (guess what?) your head.

Top stuff all round.

A CO

Is it a bird? Is it a plain? No it's just a rubbish attempt to fill this space with a joke. Right: Those razor-sharp teeth are great for climbing up walls. Bloody strong gums!

#### GRAPHICS

They've done what they should have for the Game Boy: basic, but cute and sufficient



#### SOUNDS

Again, simple and efficient. It goes "bonk bonk'. You know the sort of thing



#### GAMEPLAY

Slightly easy but there's exploring and butting to be done. It's great!



#### LIFESPAN

It's massive. As big as something large with a roomy extension. Sort of



#### TOTAL! JUDGEMENT

It's simple and odd, but effective and wonderful fun too. The little BC Kid's got every right to be bigheaded. He's in a really great game!

TOTAL! SCORE





The ferry across the River Brandywine lacks the first class cabin Frodo was expecting.

"You've already got Zelda and Secret of Mana, I presume"

#### ATKO SAYS...

What wouldn't be an alternative to this game? Playing **Pictionary with Stevie** Wonder would make more sense. But if you want a decent RPG and you haven't got Secret of Mana and Zelda already (if not, why not?) try Final Fantasy 3 on import. Heck, even Young Merlin is better.

**The Dark Lords** are back, and plan to turn our brains to mush. **Our Sally is** subjected to their new insidious form of attack...

straight. Lord of the Rings is not the greatest story ever written, despite what a few old

might tell you. But it is a bit of a classic and would make a totally tongue-chompingly amazing RPG.

It just doesn't impress on any level. At all. It's not like it's even trying. Nothing about it is spectacularly dire, but nothing impresses either. Apparently, It's been two years in development, but it really looks like it's been rushed out in a couple of months.

From the dull plot, to the characterless graphics, to the irritating controls (which won't let your characters walk diagonally) and the pointless combat system, it's all so... well... tired. And tiring.

You wander around the screens aimlessly, hoping to bump into the right characters or pick up the right objects. You know you will. There's never any doubt, because the puzzles are pretty obvious. It's just whether you encounter enough enemies to drain your energy that provides the challenge.

But even the fights don't liven things up. The enemies are an unimpressive bunch, who all look

### hippies and trainspotters And guess what? This isn't it.

PLAYERS:

FROM:

INTERPLAY

PRICE:

**ETBA** 

RELEASE:

TBA



#### THERES NO BACK-UP!

Bizarre - the game has no battery back-up! Instead, you get possibly the worst password system in the known universe (this side of the Barnet by-pass). Trying to improve your personal best password-fillingin time is almost more of a challenge than the actual game.



You might hate mapping, but some parts of this game – such as the caves at the beginning – are interminable if you don't keep track of where you've been – and more importantly, haven't been.



It's humour.
less, aimless,
dull, and
frankly not
much fun

different but fight the same.
And there's a distinct lack of numbers floating over heads during combat (the kind of thing most RPG fans are used to from playing *The Secret Of Mana*). There is some system is happening, but it's never clear just what it is.

There are few surprises, and no graphical flourishes that I could see. Blame it on the brilliance of *The Secret of Mana* if you like, but we expect a bit more from RPGs these days. The sprites are all faceless potato people and it's difficult to get involved with them. Only the excellent music provides any real atmosphere.

All the characters, situations and the places from the book are in there, sure, but there's none of the magic. It's a disappointment, and only dedicated RPG fans will get any fun out of it. And then not much. **SALLY** 



Frodo has a few problems with some ring wraiths who won't tell him the way to Bree.



Some of the areas you have to roam around are huge, but there's very little actually in them. You wander around for ages and discover one magic mushroom and a couple of orcs. Yawn.

#### GRAPHICS

With colours dull, and characters too small, It's nothing to rave about at all



#### SOUNDS

The creepiest music and eeriest sound, Mean that aural treats in Lords abound



#### GAMEPLAY

An RPG that's been stripped bare, The fun in this is who knows where?



#### LIFESPAN

With few surprises and a boring plot, You won't be playing this an awful lot



#### FOTAL! JUDGEMENT

"A no-frills, no-thrills RPG. Which might have worked if the plot and puzzles had been any good. They aren't. The result, I'm afraid, is zombiefying"

TOTAL! SCORE







The ring that has the power to decimate Middle Earth must be destroyed. Fate has chosen you to undertake this epic quest.

Legend tells of a game for up to 5 players that can be controlled by mouse or joypad.

Is it fact? Or is it fantasy...?



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# MICHAELJE

Josse thought a slam dunk was a forceful digestive... **Until** he discovered **Michael** Jordan.

You might imagine that when the average basketball player has lent his name to everything from slippers to bedspreads, and lawnmowers to juice

extractors, there must come a time when they turn their hand to computer games. Avoiding the obvious basketball simulator, Michael Jordan's plumped for a platformer. Unlike Shaq Fu, though, this one works pretty well and doesn't make the very masculine Jordan look like a raving nancy.

So, now we join Michael, bouncing around the levels with his trusty basketball as a weapon. Naturally, this basketball can be powered up in all manner of ways - super strength, homing and the like - and running amok in

the windy city - that's Chicago to you and me. Called such because

than the average dog. It's all done by mirrors, apparently



Jordan fact: Michael Jordan has frequent dreams about men wearing suits of cheese.

they have outbursts of unnaturally high winds. All dogs have artificial lead feet to stop them flying off and paper is outlawed - all newspapers and magazine are made from tin.

> Anyway, I was perfectly expecting this to be a load of old harris; a sad licence with a famous bloke bolted on to shift a few more copies, but how pleasantly surprised I was. It's highly playable, entertaining! How quickly I was

made to eat my hastily spoken words - with a side salad. And an extra portion of chips of course.

Michael moves with all the grace of a gazelle and the backgrounds are great



#### SOUNDS

Some good, clear samples of Michael, plus run-of-the-mill in-game music



#### GAMEPLAY

Not exceptionally original it's just the use of licence that's unusual



#### LIFESPAN

There's plenty going on, and it's tough enough to keep the interest up sufficiently

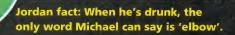


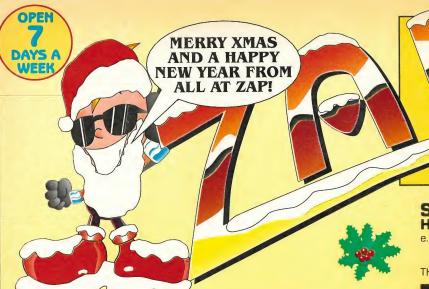
#### TOTAL! JUDGEMEN

"It isn't a basketball game as such, but - for once - it's an inovative use of a licence that works really well. Big lad, too!"



Jordan fact: Michael likes rare Greek music and I don't know what these skyscrapers are about.





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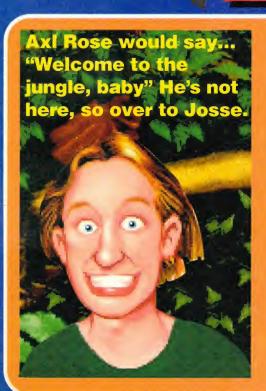


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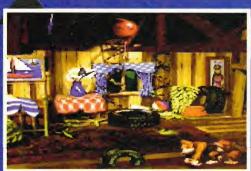


"Welcome to *Donkey Kong Country*, baby. And welcome, more immediately to the most comprehensive complete solution ever written. To anything. Ever."

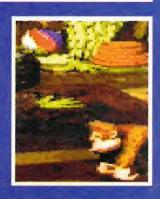
Okay, I know it's not quite so catchy, but here it is, a complete level-bylevel guide to the mostr fantastic platformer ever to hit your Super NES.

Along the way you'll see little boxes with Donkey Kong's friends in, so look out for them, they'll help you, too. Good luck!

## JUNGLE HI JINKS



1. Firstly, go into your hut to get yourself a free life which is just floating there.



# DONING COUNTRY LIDS

- 2. From DK's house, jump across the treetops and jump on these leaves for a barrel.
- 3. Keep jumping along the trees as there are quite a few power ups to be had.





 Halfway through the level, there's an ostrich icon to be had. Keep collecting these for the bonus levels.



5. Jump on this crate to release Rambi the rhino. Run all the way right to open a bonus area.



6. When you leave the bonus area, run right again to find another area to explore.

## Rambi the Rhino Bonus Level

In the game, you'll often be transported to bonus levels where you can add some extra lives to your tally. Jump left onto the igloo and then bound over the top glaciers. You will come to a hidden area with a large rhino icon. Pick this up and then run through the rest of the level to pick up, hopefully, 500+ icons.





7. At the end of the level, jump up on the exit and then onto the trees to get another portion of bananas.

# Ropey Rampage



1. At the start, jump up on the entrance then right along the treetops. Keep jumping right for a K icon.



2. Just before the first rope swing that you come across, jump up and to the left to get the rhino icon.



3. When you get to the red arrow, drop left into this barrel to be taken to a bonus area.



4. Jump once again onto the exit cave, and then left onto the treetops to get yourself yet more lovely bananas.

# Reptile Rumble



1. Throw a barrel at the wall by the K icon to enter a bonus area for another free life.

# Expresso the Ostrich Bonus

## Level

Three lovely ostrich icons will transport you to this bonus level. Keep flying as far to the right as you can. When you get to the last cliff which seems to be impassable keep tapping the jump button while holding right. Lo and behold, you'll find a top bonus icon sitting there for double icon joy. Try to glide around the screen full of icons by tapping the jump button and swaying left and right beatifically.





2. When you reach the first barrel marked DK, jump into this barrel to enter a banana bonus level.



3. When you find the second DK barrel, pick it up and drop right. Throw it at the wall for yet more valuable bananas.



4. Before you leave the level, take a tip from bespectacled ginger Chris Evans and don't forget your swordfish.

# Coral Capers



1. When you get to the first Croctopus, floating in a clockwise direction, follow it for a bonus.

2. When you see the banana arrow pointing down, go into the grotto to find Enguarde.





3. After the halfway mark, ignore the second arrow and float up to get some bonuses.



 When you get to the area after the second swordfish, float right into here to get the ostrich icon.

# Barrel Cannon Canyon



1. At the start of the level, jump up and left into this barrel to fly past half the level.



2. Jump into the barrel on the ground and leap onto this bunch of leaves to release a handy power-up.

# Enguarde the Swordfish Bonus Level

Good old Enguarde, what a top swordfish bloke he is. Once you've collected
three icons, your transported to this
bonus grotto. From the centre, swim
directly right and go through the wall to
find a hidden room, then all the way left
for more of the same. Head back to the
centre and get your fish bottom up to
the top to find the third hidden room.
Then go straight down to find the Super
Swordfish icon. Here's a picture in case
you don't believe us.





3. For the most part, stick to the trees as much as you can to get the rhino icon.



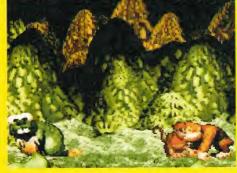
4. Keep jumping on all the barrels you come across in the level to find yourself another N icon.



5. When you get to these small hills, throw a barrel at the right wall for a bonus area.

6. Guess what? If you jump once again onto the exit and then jump left, then more bananas are

# **Gnawty's Lair**



Old Gnawty the beaver is a bit of a tedious end of level guardian, hey come on, he's only the first one you have to meet. Switch to Donkey Kong and jump on his head to finish him off.

## Winky's Walkway



- 1. The KONG icons are hard to get on this level. This first one is via this vultures head.
- 2. Use Kong on this level to get yourself good old Winky the frog who will make this level easier.



# Winky the Frog Bonus Level



Three froggy icons will take you to Winky the frog's hidden bonus level. Keep hopping/running all the way left until you can go no further, dart back right to the first tyre you come across and then hop up the platforms. Now jump left across the ledge and head down. Here you will find the Super frog icon which will, yep you've quessed it. Double your icon value.

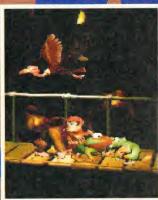
3. Of course, for

short term gain (not something I'd actu-ally advise) if you

just want to get past this level, you could jump over this

barrel and drop

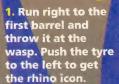
down here...

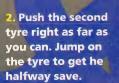


- 3. Jump up onto this vulture and then up again to find this a bonus barrel.
- 4. For the rest of the level, time your jumps, remembering that Winky is a hard one.



#### Bouncy Bonanza







## Mine Cart Carnage



- 1. On this level, use little jumps as often as possible to get all the power-ups.
- 2. To jump past these broken carts, your going to have to get your timing to perfection.



3. When you get the third tyre, push it right to this ledge and jump right to find Winky.







1. For a major warp, go back through the entrance to warp to the end of the level.



2. Every time you see a barrel with STOP on it, don't stop, jump straight at it to turn it on and the monsters off.

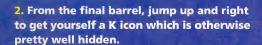


3. At the end, near the red arrow, run to the right and roll the tyre with you. Make sure you hit the last barrel.

# Millstone Mayhem



1. Right at the start of the level, jump up and left to find a bonus barrel.







3. See this here hole? Jump on top of it to release a tyre for your use on this level.



4. Push the tyre right the way along the level, to enable you to jump up for the hard to reach icons.



5. Now simply continue pushing it right to here. You can now jump up to the second bonus barrel.



6. In this bonus section, you have to jump at the letters to spell out RARE.



7. When you get back to the level, pick up the TNT and throw it at this wall to get more items.



8. In this bonus game, you have to play find the balloon. Concentrate only on where it flashes last.



9. As you continue through the level, you'll see another depression. Get the tyre and jump up and right.



10. Now you can use Winky for the rest of the level, jumping on the bees as you go.

# **Necky's Nuts**

Big Necky is a bit of a rampaging flamingo. He's fairly easy to beat, just choose Donkey Kong, again. Now jump up on the tyre and land on his beak when he sticks his head out on the screen.





Firstly, jump left off this tyre to get yourself the first hidden KONG icon.



2. Push the tyre off the ledge to the left and then right to here. From here you can simply jump up to get the bonus.



4. After the first set of jumps over the vulture, pick up the barrel and throw it here.







5. Now you can jump on the crocodile heads to get yourself a stack of bananas.



6. Keep going until you get to this mountain. Jump down onto the leaves to pick up



7. Pick the barrel up, go right and throw it at this raised wall for another bonus room.



8. In this area, time your jumps along the level. Practice this technique as you're bound to need it later.

## Tree Top Town

1. Walk right along the level until you see a vulture, walk back and jump into this barrel via its head.





2. In this bonus level, you have to spell out KONG on the barrels. Start from the left and go right.



This level is full of some very nasty, tight jumps. Wait until the barrel comes close, then cross your fingers and jump.



4. Here, you have to time your jump so that you will be launched into the third barrel.

# andy's

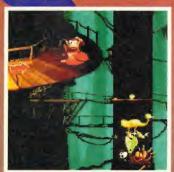
Funny thing this, but girls who generally hang out on street corners, should not be approached by 'respectable types'. However, for the purpose of this game, we heartily recommend that you visit this lass as often as possible to fulfil your needs. Hey, don't take any stupid risks, you know what I mean? Keep saving your game to avoid losing any levels completed.





5. In the section with the six barrel moving up and down, time the last one so that you bounce on the vulture.

Forest Frenzy



. If you've only got one of the Kong family, jump onto these leaves to find your partner.

2. When you ride through this level, use Diddy Kong as

he's just a touch

faster for the job.

Only bother to ge<mark>t</mark> this icon if you have tw<mark>o</mark> more like it (three will take you to a special level), ou'll die.

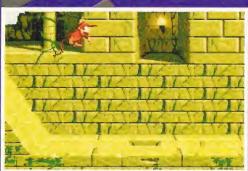


2. This level has the rather annoying feature of gerbils in big wheels chasing you. Don't stop, ever.





Once again, it's a case of jumping on the crocodiles head to get a bunch of bananas.



5. Jump off the next large ledge you come





across to get yourself a KONG icon.



3. Once again you have to avoid the vultures, but remember it's only a case of going up and down.

# **Temple Tempest**



1. Wait until the gerbils start walking towards you, then jump up and left to get this rhino.

# **Orang-outang Gang**

1. At the start of the level, pop let and get this barrel. Throw it right to clear the level.





Remember this DK barrel's position for future reference, and use it if you need to



3. When you get to the large mountain, climb up to the top and jump on the box to get the ostrich.



4. Go left to the DK barrel that we just mentioned, and jump all the way left to find this secret area.



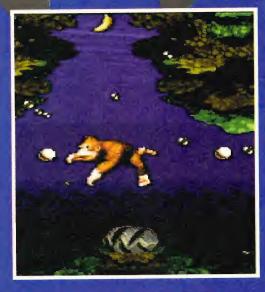
5. In this area, you can get one icon for each of the animals as long as you don't mess up.



6. If you can keep a hold of the ostrich on this level, you can fly over the annoying orang-utans.



1. In the first narrow passage that you swim up, swim left for an icon and a swordfish. Not flippin' bad!.



2. For the most part, this level involves avoiding these stupid clams with their annoying pearls.

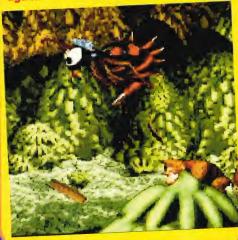
3. Near the end of the level, float down by this clam to get yourself the frog icon.



# Bumble **Bee Rumble**



This bee is one of the major pains in the game that you'll fight. Choose Diddy Kong and pick up the barrel. Now just let the bee fly into you. When it goes red, run away from it, until it turns yellow when you can do it all over



Snow Barrel Blast



1. Jump up onto the vulture and left onto the igloo to get yourself a bonus barrel.

2. Play Find the Winky. Concentrate on the last flashing icon, and jump on the barrel.





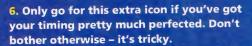
Jump on the three vultures and hold right. If you're a lucky gorilla you can catch this balloon.



4. Once you get to just about the halfway point, head left and drop down here to find another bonus.



5. Jump up here, and then hold left so that you land in the centre. Do it right and you'll get another go.

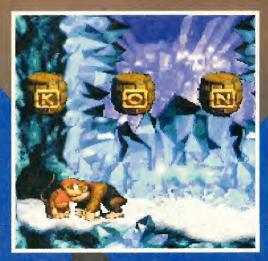




# Slipside Ride



1. Wait for the monsters to come along and then jump on them to get to the rope.



2. Throw the barrel at the wall to get to this room. Spell out KONG for a free life.



3. Hold up on the ropes to slow your descent. Jump past the bees to get a barrel.



4. Drop down the cliff to this point here and throw the barrel at the wall to find another secret place.



5. Now you have to spell out NINTENDO for more free lives to come your way.



6. When you get to here, note that the red ropes take you down, while the blue ropes take you up. Simple!



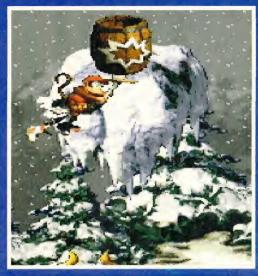


8. On this section you must jump horizontally between the ropes to make your way across and up the screen.

# **Ice Age Alley**



1. From the start of the level, jump left over the vulture to get the ostrich icon.

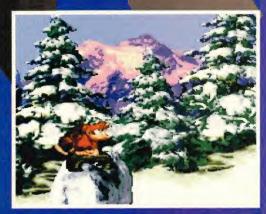


2. Fly right over the vultures with Expresso to find this bonus area barrel.





3. This section is yet another timing exercise. Again, make use of the practice.



4. When you get to the rope swinging section, be careful as your likely to land near an orang-utan.

## **Croctopus Chase**



1. Make sure you keep moving on this section, as if you stop for more than a second, you've had it.



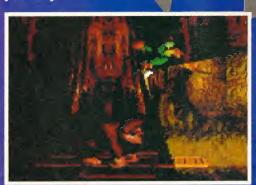
After the halfway mark, you'll see this crossroads. Follow the Croctopus round for a swordfish.



3. When you see this incredibly narrow gap in the rocks, swim left for yet another swordfish box.

## Torchlight Trouble

1. Jump on this box immediately to get yourself this happy parrot who will light





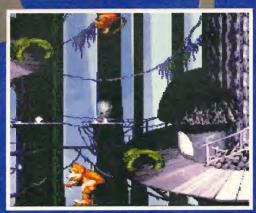
2. After the DK barrel, throw a barrel at this wall to open a bonus area for you.



3. Jump from left to right to get the balloons. be patient because this will, in the end, get you a free life.

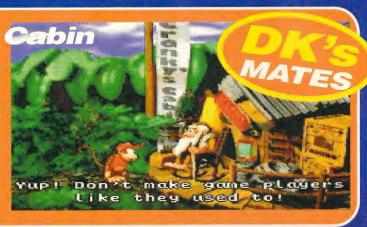
## Rope Bridge Rumble

1. Drop down here straight away to get yourself a bonus barrel for more secret room antics.



# Cranky's Cabin

Cranky is your in-game adviser who will, if you take the time to listen to him, give you top advice on some of the hidden areas of the game. There's some great injokes that all you former Spectrum/Commodore owners will have a laugh at, so enjoy.



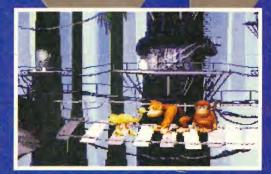


2. Just time your jumps over the tyres to get yourself a stack of bananas and Winky.

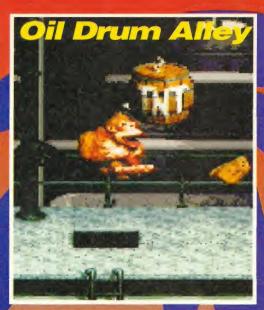


5. With Winky you can now breeze through the level, squashing the monsters as you go.

When you get past the red arrows, jump by this section here to find yourself another handy bonus barrel.



5. Play the bonus game again, the prize on this one is an icon of your choice if you match all three.



1. Jump up on the rope off the first plat-form to get this barrel of TNT to blow things



After the nalfway mark, ump off this platform to get a barrel. Drop down here to get a rhino

3. Try to keep a hold of the rhino to get to here, then ram the wall to find the bonus level.





When you get past the read arrow, time your jumps over here. Wait for three flames then go for it.

# oison Pond



1. Right at the start of the level, swim left to get yourself the swordfish straight away.



2. If you should lose your swordfish chum again, you can pick him up here after the halfway mark.

#### Mine Cart Madness

1. When you make the jump to the second cart, get ready to jump up onto this rope.



# Really Gnawty Rampage

This beaver is getting a bit narked what with you bouncing on his head and that. After you jump on his head, he'll do a big jump towards you. Jump away from him three times and then jump on his head again. Oh yeah, and use Donkey **Kong for this** level.



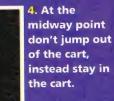
# DONKEY COUNTRY TIPS



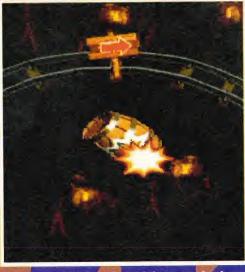
2. When you go through the line of bananas you'll come to a gap. Jump at this point.



3. This level requires your timing to be at it's tops. There's a rhino icon and a free life to be had.



5. When you see the monsters in the carts, don't despair! Just jump on their heads and you'll see that they're not so scary.



6. To get this bonus barrel, jump up in the air at the top of the track and just drop in.

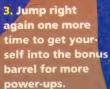
## Trick Track Trek



1. The first half of this level is a breeze. In the second half, watch out for these gits who jump down.



2. Jump right across the screen at this point. Only risk it if you have both apes.







4. Make sure that your using Donkey Kong on this level, as these big men will send Diddy Kong flying.

# Funky's Flights

Get funky, er, like a monkey with this top geezer who looks a little chunky. Use this bandanna wearing games world goof to take you back to previous levels, which can help you in the following ways. Firstly, if your down to your last life and need a save then go for it. Secondly, you can keep going back to the easier levels and pick up the





Go to the second rope, climb up as far as you can and then jump left up to here.



2. On the second set of ropes with the bees, jump right over here to find a bonus level.



3. If you take your time on this bonus level, there are at least three lives to be had.

4. On the very last elevator before the exit, ride it down to find this secret room.



# Elevator Antics Blackout **Basement**



1. When the screen blacks out, just tap the Y button to do your roll attack.



2. When you get to the tyre jumps, stop and take your time. Wait until it lights up.



You'll find a special steel barrel as you go through the level. Throw it and chase it along - you'll find out why.

# Tanked Up Trouble

1. On this level, you have to keep the lift filled with fuel. Collect ALL the barrels you find else you're in trouble.



# Boss



When you get to here, jump on the plat-forms early, to allow yourself time to react for the next one.



3. As the lift makes it's second descent, jump quickly right to get this fuel.



4. In the later stages, you have to jump on the tyre and over the bees to get the fuel. Always jump early.

5. The final skill test here, push the tyre, jump the gerbils, then jump on the tyre to get the fuel.

# **Manic Mincers**



1. There's not too much happening here, but use a barrel or the rhino and you'll get to this bonus area



2. Not one, not two, but three, yes three nasty crocodiles! Don't be disturbed cos they've got lots of bananas for you.



3. When you get to this secret area, jump like crazy to get all of the bonuses.

4. Jump onto the top of the ledge and leap left for the frog icon. Now the rest of the level is easy to do.



# Misty Mine



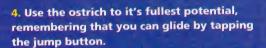
1. Pick up the TNT and drop it on the flaming barrels to destroy them. Do this through the level



On the rope ride after the halfway mark, slide down to find a bonus area.



3. Alternate along the routes in a pattern, starting up then down etc, and you'll get the free life and ostrich.





# Loopy Lights Platform Perils Necky's



As in the Stop-Go area, these barrels must be kept switched on to help you on your way through the level.



2. Drop down the first gap you come to and you'll be catapulted into this bonus room.



3. When you enter this rather dark bonus area, just tap the jump button continuously and you'll be ablen to get through.

4. This is Wanky the gibbon who tries to sell you a cheap watch. Psst guv, jump on this dodgy geezer's head.





1. Walk right to here and then step left onto an invisible pad. This will take you to a bonus barrel.



Nothing to special on this bonus level, just spell out KONG for your free life.



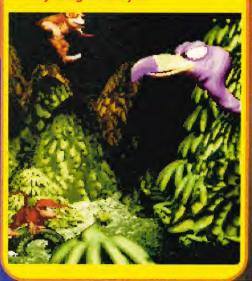
3. Use Donkey Kong for the rest of the level, as there's a few hard guards. Remember, always jump early.

4. On the later stages, always keep a barrel handy for these guards who are otherwise invulnerable.



# Revenge

Not too much to say about our Necky. Beware of his nut's which he sends flying out at you. On occasion he will pop out at the top of the screen, try to stay away from him at these times. As before, use Donkey Kong for the job.



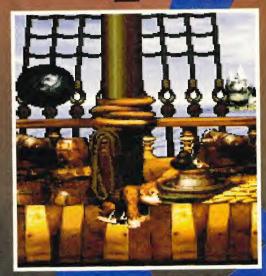
Gang Plank Galleon



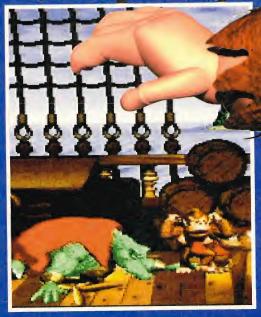
1. This is the final encounter of the game. Firstly, King Kroc will throw his crown at you. Just jump over it and land on his head.



2. After annoying him, he runs after you. Just run away and then jump over his head, ready to jump on his again.

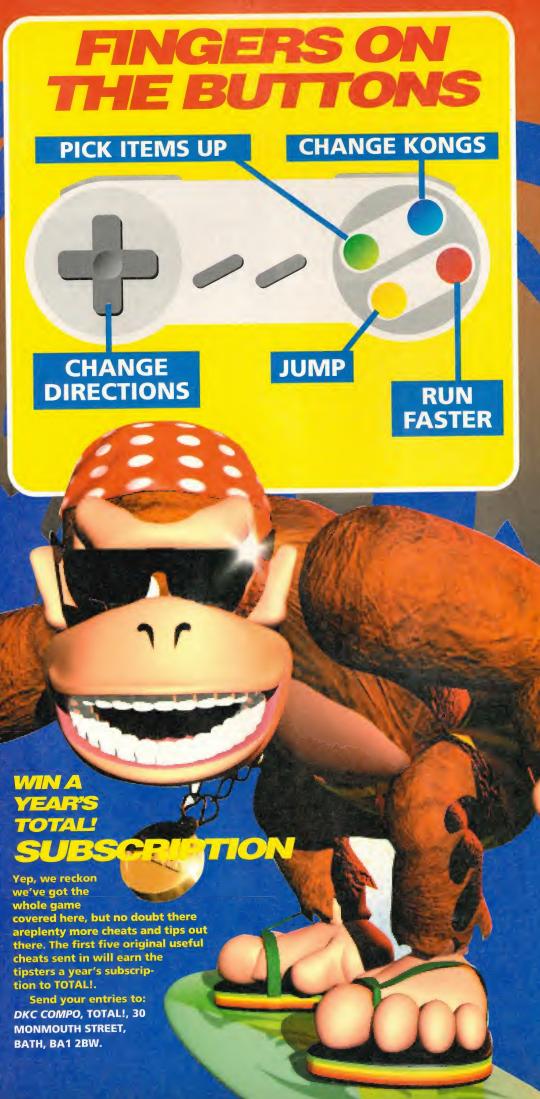


3. He repeats this three times, running at you an extra time as you bounce on his head. The he drops cannonballs on you from above. Again, three times.



4. Now don't think he's dead, 'cos he's just faking it. Stay close to him as he'll jump after you.

When he gets to the end of the screen he'll throw his crown so jump on him. He does this three times as well so make sure you're ready.





IBM PC

"A refreshing new approach to the genre... a great real driving game... we like it!"

CD-ROM

"It's fast, furious and most of all, fun!"

SEGA PRO

AMIGA

"U.S. Gold looks to get into top gear with Power Drive" MEAN MACHINE

S.NES

"A unique blend of speed and strategy make this a rally game to beat all others. Definitely no stick-in-the-mud!"

MEGA DRIVE



GAME GEAR

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PC ZONE







The ONLY guide to this year's games and machines
PLUS!!

PLUS!!
Ridge Racer - Playstation
Shadow Fighter - Amiga
Nintendo's Univally and Wario Blast
Sega's Rystar and 32X releases
and our regular MK3 Kolumn by Ed Boon



# AIKMAN

Troy Aikman is it a sack for a loss of 15 yards, or a 99 yard kickoff return for a touchdown? **Only Thicky** Dyer can talk like this.

roy Aikman is an American hero. Quarterback of the Dallas Cowboys, winner of the Superbowl

for the last two years, he's been voted the League's and Superbowl's Most Valuable Player, and he's the highest paid player in American Football history.

A good man to hang a license on, in America anyway. But the question is being begged - why use it to turn out a turkey? Of course all American football games have one yardstick by which to be measured, namely John Madden Football ('94 is



Fumble! Sack the Quarterback! End Zone!



Get the running back! Touchdown! Cheerleaders!

Erm, and see

below



You see, I know all my American footy lingo!

the best), and Troy Aikman (the game, not the man) has followed very much in its footsteps.

Troy Aikman features an over-and-behind-thehead view of the small player sprites, a play menu, and a passing and running play system that all owe much to John Madden (the game, not the man). However, it falls well short of the slickness. The graphics are awful, blurred-out blocky affairs that not only look unattractive, but make it terribly hard to see how your players are performing.

The behaviour of these badly drawn sprites is even more TROYS baffling. They scoot along The Dallas the ground hovering a foot Cowboys are on good form. above it, and for some reason tackling them appears to propel the ball

carrier five yards forward. I tackled a running back from the side, on my own five yard line and he skidded into the End Zone for a touchdown as a result. Grr!

If you're into American Football, there's still only one option - John Madden '94. Don't be allured by the Troy Aikman licence, this is awful and deserves to be sacked in its own End Zone for a safety.





ETBA

Buried within this pile of poo, quite well hidden in fact, are some nice ideas. For example:

#### 1. Design your own plays

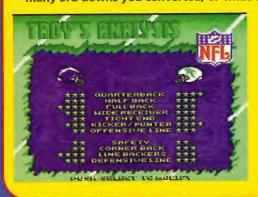
Out of the 57 Offensive plays that you can choose from, three are user-definable, allowing you to become a bit of a football coach. Nice idea.

#### 2. Play options

If your running back is a receiver on a passing play, you can choose to pitch it to him for a run instead of going for the pass by simply pressing X instead of B. Useful if the Defense is geared up for a passing play.

#### 3. Stats

Stats are great. You may think they're boring, but you're wrong. Half the fun of American football is looking through lists of numbers afterwards to find out how many 3rd downs you converted, or what was your rushing yard total.





#### GRAPHICS

Truly awful visuals. The crowd looks more like an early Jackson Pollack



#### SOUNDS

Average sound quality with quite tedious music and pass able sound effects



#### GAMEPLAY

It's based on the Madden approach it manages to fall well short of the mark



#### IFESPAN

Playing just one game is a tedious chore, so why prolong the agony?



#### TOTAL! JUDGEME

"About the only people who might want this are Troy Aikman fans who like the picture on the box. And they're clearly mad."





# THE ADVENTURES OF



Look at the top of the screen and you'll see a balloon. Thrilling.

Andy Dyer puts his cap on back to front and realises he looks even sadder than Atko so, erm, he takes it off again. Right, so Mighty Max, then.

efreshingly, Sony had sense enough not to churn out yet another standard plat-

former, but have instead produced a platformer with a few novel twists.

PRICE:

ETBA

RELEASE:

The aim of the game is very straightforward and never changes from one level to the next (so it's a bit repetitive). You have to leap around each level collecting a predetermined number of special objects, usually two on practice level and three on normal level. You then take each object to the magic portal thingy and dump it there. When all the items are accounted for you leap through the portal and move on to the next level. Easy.

But it's not really that easy as it happens. Because of the way the levels are structured it's

PLAYERS:
1-2
FROM:
SONY/
OCEAN

Place your item on one side of the see-saw then chuck a rock onto the other end.

the devil's own job to actually reach your goal. What you have to do is use the various springs, seesaws, switches, magnets and moving platforms to manoeuver the item towards the portal. It's tricky and time consuming (the levels are huge) but it's not impossibly tricky so right from the start you become hooked and can't leave it alone until you've finished another level. The trouble is, a good few hours on practise mode and you've finished.

Our advice? Well, play on normal mode right from the start, this gives a considerably more challenging game. Also there's a rather neat split screen two-player mode in which you both help each other so that extends the life span even further. It's a shame the game isn't the biggest ever, but what's here is very neat, a little different and just plain fun.

Just chuck the collected items into the portals. It's as simple as that.



RAPHICS

Not that brilliant. There's variety, but none of it is shockingly well-drawn



The soundtrack's a bit Status Quo but at least it's loud and lively. Effects are fine too



A little different and very addictive. And the two-player game adds a lot of fun



Aw, never mind. It's a bit on the small side but the twoplayer mode helps quite a bit



"Surprisingly good. Apart from the limited life span this is a very entertaining game indeed. Er, well done those lovely chaps and chapesses at Sony"

TOTAL!

81

# TACTIX

### Clear The Decks

When you first play, you'll die very quickly. There are so many enemies whizzing around you'll wonder how on earth it's possible to survive.

The answer is simple.

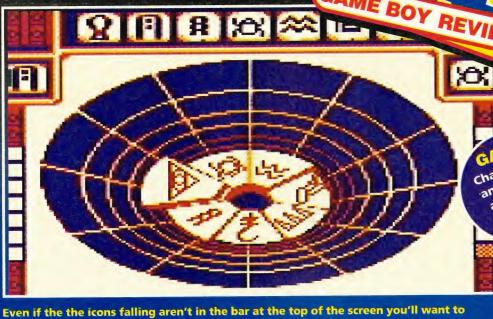
Now this might sound obvious, but all you need to do is shoot creatures immediately as you meet them, but don't just leave them, because your gun only stuns them and they come back.

Instead, walk over to the stunned creature, pick it up and throw it. It'll disappear off the bottom of the screen never to reappear. Hurrah, then.









Challen ng and bloody addictive, make no mistake

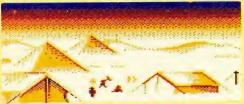
PLAYERS: 1-2 FROM: ACCLAIM PRICE: STBA RELEASE: FEB

Atko thought that a Stargate was the entrance to the playboy mansion. Oh alright he didn't but we thought it was a good attempt at a joke.

ou've seen the smash-hit, yet critically panned film. You've probably read the preview to the top SNES platform shoot-'em-up on page 18. Well now we have the Game Boy version of Stargate and my-oh-my it's some-

# WHAT'S IT ALL ABOUT, THEN?

stack them three high just to get rid of them. Clever, clever. Always thinking!



In Garza, Egypt 1928 Professor Langford has discovered a strange quartz ring in a dig site near the pyramids. The hieroglyphic markings have remained a mystery for over half a century.



Present day. Daniel Jackson deciphers the hieroglyphics which read: A million light years into the sky is Ra, Sun God. Sealed and buried for all time is his... Stargate.

The army have discovered that the Stargate is a doorway to another Star System controlled by Ra. Daniel must go through with the



troops to shut it down and protect earth. Some bad geezer volunteers to take on







"A great addition to your puzzle games collection"

#### JOSSE SAYS...

It's about time we had a decent new puzzle game for the Game Boy. In recent months only L.U.C.L.E. has come close to satisfying the lust of us hard-core puzzle fans. Stargate is better than that and unless you haven't got the mighty Tetris in your collection I suggest you this immediately.

# Initially diffi-

thing different again. A puzzle game! Would you believe it?

cult to get your head Unlike the SNES version, you round take on the role of Daniel Jackson played in the film by James Spader. In three different game modes you must unlock the Stargate to prevent the evil Ra from conquering the universe. Still a bit baffled? Well check out the 'What's it all about then?' box down to the left.

Stargate can best be described as a kind of a 3D Super Puyo Puyo. Your primary aim is to match up hieroglyphic icons in groups of three corresponding with the icon bar at the top of the screen. In skill mode this process continues until you're bricks reach the top of the screen and in twoplayer and Battle mode until you've cleared all the icons in the icon bar. Once you've mastered this initial strategy several others may be employed (see 'Strategy' box below).

Graphically this is clear enough and scrolls very well, but apart from the jazzy intro screens it's all a bit samey. Then again, name a puzzle game with graphic variety. In the gameplay department, one session and you'll be hooked. Link up with a friend, (in my case I could only find Josse) and it'll take a crowbar to separate you.

Overall Stargate is a thoughtful, intelligent puzzler that will take years to crack and even then will still have a lot of shelf-life left in the link-up mode. If Tetris is wearing a bit **ATKO** thin, give Stargate a whirl.

# HAT A WOK?



#### GATE:O3 LEU = ()

- 1. This icon shows which tile is coming next. Keep an eye on it.
- 2. This is the Stargate code. Clear that and you're home and dry.
- 3. This icon shows which tile will be coming after the next one.
- 4. This piece may be rotated to reveal another icon or simply dropped.

# argate Strategies Left: Drop MORPERTE three tiles on

410 MED1 189=03 A=0071

top of each other to clear one icon from the top row. Or...

Below: Lay the tiles on the bottom of the wok-like bowl in the correct order and you've completed the game quickly and

easily. But believe me, it's no easy task.



#### GRAPHICS

Like most puzzle games the graphics are functional but don't boast much in the way of variety



#### SOUNDS

Better than your average but not catchy enough to prevent Josse from shouting "Turn it off!"



#### GAMEPLAY

Once you've worked out exactly what's going on this is a joy to play. Controls are similar to Tetris



#### LIFESPAN

With three game modes and two difficulty settings this should last you a long, long time



#### TOTAL! JUDGEMENT

"The Game Boy needed another decent puzzler and Stargate fits the bill with ease. Expand your brain and solve the mystery of the pyramids"



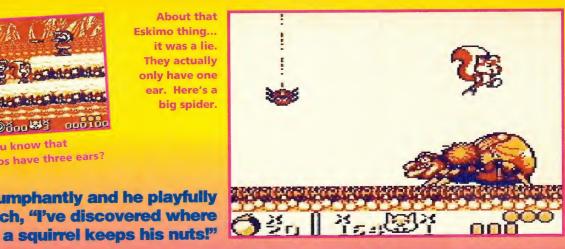


Watch out for the clown mice. They're, er, micey.



Did you know that eskimos have three ears?

**About that** Eskimo thing... it was a lie. They actually only have one ear. Here's a big spider.



"At last!" cried Andy triumphantly and he playfully leapt from branch to branch, "I've discovered where



Bounce on the creatures to kill them. This worm takes three bounces incidentally.





espite what the title may suggest, Mr Nutz is not a variation on the Viz character Buster Gonad theme but a game about a cute little squirrel whose parents saw fit to name him after his favourite food. Presumably you're all expecting me to go into great detail about who he is, what he's up to and why he has to try to get through several levels of hazard-infested platform-riddled scenery. Well I won't.

And the reason is because there's really nothing new to add. Why the furry little fart even exists in the first place is beyond me. Let's face it, you could replace the little guy with a blob which has the words "Platform Character" written on it and it would achieve much the same result. That's a point, you could also change the names of the levels to, erm, "Block World" and then, instead of drawing lots of different backdrops you could just have plain blocks. Much easier. Then, you could leave out all the enemies and replace them with little squares that say "Monster" on them with bigger squares at the end of each world which move in set

patterns and have "Boss" written on them. Yes, this is great. Then, you could leave out all the coins and power-ups and instead just

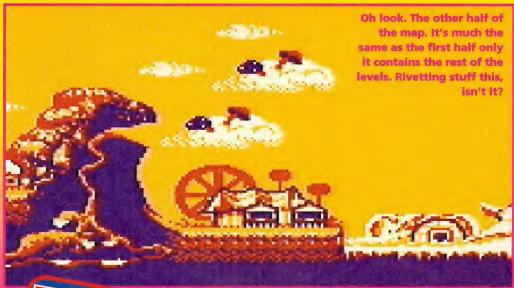
replenish the main blob's energy every once in a while, it would amount to the same wouldn't it? And that way the programmer's job would be made a lot easier and there would be no reason to employ expensive graphic artists so the game could be cheaper, ves?

uillion other bloody platformers

Trouble is it doesn't work that way does it? The public (that's you) wouldn't buy it. In fact neither would we. We'd all just say "This is crap, it's all full of blocks!". So instead we have a decent platform game (oh didn't I mention that? It is actually good fun) with yet another cute character, yet more predictable worlds containing oh-so-familiar levels, yet more unoriginal traps 'n' tricks and gameplay that could quite easily have been lifted directly from a few dozen other titles. Have I made my point clear enough?

able challenge े हैं ज है हैं जा रिक्री हैं

Two more screenshots from this groundbreaking new example of originality.



"Andy's already said this bit."

#### **ATKO PROBABLY** SAYS...

If you're the sort of nerk who doesn't want any originality in your games whatsoever, give it a shot. Alternatively you could just spend your hard earned cash on another copy of a game you've already got then squint a bit.



Jump, Mr Nutz. Jump like... well, like Sonic,

Mario, Cool Spot, Bubsy... whoever. Mr Nutz is jolly good fun, it looks nice, it plays nice. So I guess the bottom line is that if you're the sort of nerk who doesn't want any originality in your games whatsoever, give it a shot. Alternatively you could just spend your hard earned cash on another copy of a game you've already got then squint a bit. And just to hammer the point home Atko will be repeating this paragraph word for word in the "Atko says..." box.





#### GRAPHICS

Pretty smart actually. The animation is 'nice' and the scenery is fairly well detailed



#### SOUNDS

Irksome tunes and predictable whooping jumpy sounds. The joy of platformers eh?



#### GAMEPLAY

Fairly slick and jolly but it's a tad bland and there could have been a few restart points



#### LIFESPAN

It's tough and big enough so it should last you a fair old while. If you like this sort of thing



#### **TOTAL! JUDGEMENT**

"It's a fine example of the tried, trusted and somewhat tired platform genre... blah, blah, blah. If you like that sort of thing... blah, blah, blah"

TOTAL!





Collect the faces and avoid the octopuses.

Yep, everything works alright. The collision detec-

tion's well sorted (in fact it's pretty tight in some

places making it fairly testing), the graphics are

clear if blocky and unadventurous, the levels are

well-sized and there are a fair few secrety bits (like very simple one-on-one fights and spells in jail) to

There are octopus baddies who surprise you

Yeah, great - it's those dandy little touches that

make a game, right? Well, yeah, it's alright except

once by splitting into two babies and nipping at

your bitmapped heels, and baddies who follow you across the ceilings (you grip on to walls, ceilings

and pillars with your huge gob. Novel?

it's all a bit dull and slow (except for the

occasional power-up) and you've seen it all

Or should that be 'octopi'?

keep you on the look out.

before only better.

derivative platformers on the
Game Boy? Why is it that
the obvious superficial
attempts at 'being a bit
different' scream that the
game's actually just the

same as all the others? What makes you think that just because the baby's head flashes or grows for no apparent reason just because he accidentally collects a power-up that this game is going to be a laugh? I don't know, but that's what we've got here.



if you see either of these games

getting them 'cos they're just BC

in an importers don't bother

Kid 2, which isn't very good.

の の の BC Ki goes and arou quick

Get the power-up and BC Kids head goes bonkers and he runs around quickly.

**JOSSE** 

Simple and clear – nothing too ambitious but at least you can see what's going on



#### SOUNDS

The music's quite annoying on and as far as I could tell there's no option to turn it off



#### The neat touches are matched

by the flaws – stopping to headbutt baddies, etc



#### LIFESPAN

Amusing and playable but not testing or exciting. It'll keep you'out of trouble for a bit



#### TOTAL! JUDGEMENT

"Playable and well put together, but not different enough to so many other Game Boy platformers. Interesting, but not that interesting"

TOTAL! SCORE



TOTAL! ISSUE 38 FEB 95



If you had any idea how much this boy's made from his 'talent' you'd cry.
Lots and





PLAYERS:

FROM:

VIRGIN

PRICE:

RELEASE

NOW



Since when has a library card ever been worthy of a wow?

# PAGEMASTER

Sally loves nothing more than to play a constant stream of platformers. Well, since she had her lobotomy, anyway...

ames: funny things aren't they? Designed to amuse and entertain, they brighten up our spare time with their

glowing excellence – or they would in the ideal world. It's well known, though, that we don't live in an ideal world, but hey, here's another platform game.

The Pagemaster wouldn't fit into this ideal world if it had a gold invitation card and was related to the 'bloke on the door'. It would stand outside

"There're plenty better platformers around"

#### ATKO SAYS...

Well just take a look at what I said for the SNES version and substitute Game Boy' for 'SNES'. Oh, and for Donkey Kong Country, erm, simply insert the name of a decent Game Boy platformer. Simple! I thank you and goodbye.



Fancy state-of-theart graphics abound in *The Pagemaster*.

trying to get in saying things like "Yeah, it's alright. I'm a mate of

Dave's" or "What? I'm not on the guest list?
The drummer's me best mate."

platforme

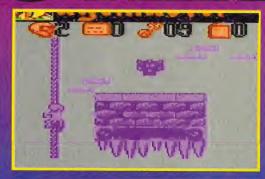
The film – which should be irrating your senses around about now – stars the 'delightful', 'cute' Macaulay Culkin who must surely have got up everybody's nose by now, and considering the plot's all about a boy who enters a magical world through the aid of a book at his

local library, the game's obviously a platformer, and a largely dull one at that.

There's an almost infinite list of platformers available for the Game Boy (and you all know which ones the good ones are). The Pagemaster, however, lasts about as long as the boy Culkin's charm. **SALLY** 

You may wish that Macaulay would fall to a gory big death, but that would be cruel.





#### GRAPHICS

The Pagemaster's graphics definitely fall into the 'seen it all before' category



#### SOUNDS

It's a Game Boy, you're bound to get something that sounds like a cheap music box



#### GAMEPLAY

Frustrating and dull. Although it's fun to watch Culkin get his face smashed right in



#### LIFESPAN

It's unlikely that you'll still be playing this when you eventually get to see the film

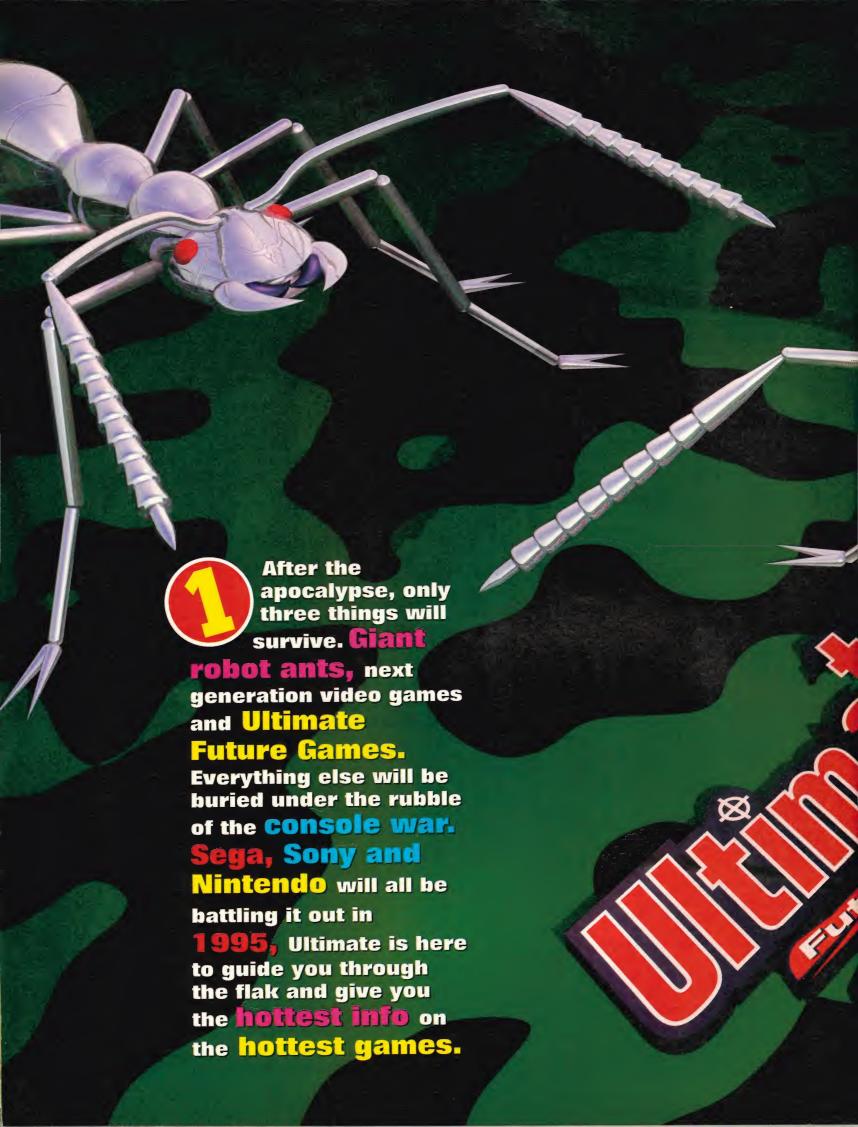


#### TOTAL! JUDGEMENT

"Another day, another platformer. We've seen it all before. You know which are the good ones; buy those and make a reviewer happy"

TOTAL! SCORE









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Screen Shots are illustrative of gameplay and may vary from format to format

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# **ER**

A lot of people gag at the size of **Andy Dyer's** knobblies! (Naaa! Stop it! I meant the ones on his **Monster** Truck)







Select your truck... (Left/Right/A/Start)

This is where you choose your vehicles. No expense spared on the graphics eh?



This is the start of a race. Prepare yourself for some intensely dull, frustrating gaming.



Here's where you can either repair or upgrade your monster truck if you want.



At any point you can check for damage.

ometimes something very rare indeed happens. A game comes along, quite unexpectedly. A game which the developer has decided not to promote at all. A game with no hype whatsoever. And yet, to the amazement of everyone it turns out to be a complete stormer.

However, as I said it's very rare so rather predictably Monster Trucks has turned up and it stinks. Anyone who's played Micro Machines will be familiar with the Monster Truck against-the-clock bonus sections. Well this game is just like an expanded version of that. The difference is that the smooth controls have been replaced by unresponsive awkwards ones, the friendly way you could bounce off the obstacles has been replaced by a system in which it's quite possible to find yourself

stuck to a barrier for no adequately explained reason, and of course, you don't have the variety of vehicles and courses that were found in Micro Machines. Sorry to keep carping on

@\$!&ER\$ uncontrollable. And it's as dull as ditchwater about Micro Machines. Had

"How very unpleasant"

#### OSSE SAYS...

NOOOO! Sorry, I refuse to comment. I'm going on holiday. I refuse point blank to give any alternatives today thank you. I have far better things to do than comment on how awful this is. especially when you could be playing something decent like Micro Machines... doh!



Here's America with only one town on it.

this been a polished Monster Truck simulation the comparison wouldn't have been necessary. However, as the only positive thing you can say about this shambles is that "It's a bit like that bonus section out of Micro Machines" my repetitive arguments were unavoidable.

Our condolences go out to all those who bought the game in the pre-Christmas

rush and would warn the rest of you that this is odourous beyond measure and should be ignored. Utterly.



#### GRAPHICS

It's a top-down racer and as such doesn't look that awful. It ain't that good either



#### SOUNDS

Poop soundtracks and an equally bland series of effects to accompany them



#### GAMEPLAY

Were it not for Game Boy Gallery this might be the worst game ever



#### LIFESPAN

Fairly challenging but only because it's so awful. This is definitely one to be missed



#### TOTAL! JUDGEMENT

"Awkward controls, and dull gameplay make it one of the smelliest racing games of all time. It would be funny if it, er, wasn't"





Yes, it's that time again! Your chance to put pen to paper, fingertips to keyboard, or if you're from Muswell Hill, £60 fountain pen to luicrously expensive, coloured deluxe papyrus...

# SCART 1 = 1

I have a television with a SCART socket but unfortunately I cannot buy a UK SCART Super NES. Why is this? Most new televisions in the UK these days are supplied with SCART sockets so most people must have them. Why should we lose out on superior machines. In previous issues you stated that SCART versions run 17.5% faster, have no borders at the top and bottom of the screen and have higher definition. Many people are afraid to buy import machines from dodgy dealers as they may not give a refund if their merchandise is faulty. It's not fair.

Richard Bicknell, Sheerness

#### **Dear Richard**

You're absolutely right, it isn't fair. Unfortunately SCART systems were introduced in other countries long before they were in the UK so they are by no means standard yet. Games giants such as Nintendo will only release SCART compatible hardware when the majority of homes are ready for it, which shouldn't be too long now. Be patient.

# CARDBOARD

I bet I'm not the only one to find that my cardboard Super Nintendo games cases seem to damage far too easily. I've seen plastic display cases in shops such as Woolworths and Dixons that look smart and would be a lot more sturdy than the cardboard ones. Why don't Nintendo sell their games in these cases like Sega do?

James Renton, Berwickshire

#### **Dear James**

Those flimsy cardboard boxes are certainly a problem around the TOTAL! office. Our games cupboard is packed full of naked carts huddling together missing their tattered long ago discarded packaging. However, this problem will be addressed when the Ultra 64 is released. We've been told that shiny plastic packaging will be here to stay late next year.

# DONKEY KONG EASY

**Dear TOTAL!** 

Donkey Kong Country for the Super NES is certainly good in the graphics department but why did they make it so easy? We all know that Nintendo only release good playable games most of the time. We also know that they have game testers who play the games to see if they're good enough for release, in the case of DKC they must have had five year old's testing the game. It's easy peasy. What's going on?

Lee Chapman, Melton Mowbray

Come on, it's not that easy. You are either a gaming God or you're lying your pants off. I bet you haven't completed the game 100%.

Josse

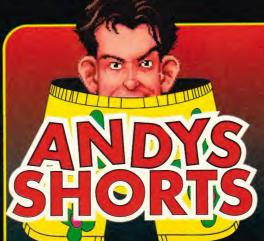
#### **MELODY MAKERS**

#### Dear TOTAL!

Here are the new lyrics for Prince's song The Most Beautiful Girl In The World, just for you guys at TOTAL!:

#### (Chorus)

Could you be the most beautiful mag in the world, it's plain to see, that it's the reason that God made a SNES.



#### **Dear Andy**

I've been told that most US companies are going bankrupt or have done already. Most of the local shops that sell US games have closed down. Is there a link? Neil Wallis, Bexleyheath

**Dear Neil Most US companies**  have gone bankrupt? You are clearly bonkers. As for your local shops closing down, that's to do with supply and demand or management something. I don't know, I just run a games mag. Andy

(Verse One)

So when the days, turn into the last day of the week, I can say, I have been on my SNES every day, and in the night, I was dreaming of playing the Game Boy, tears of sadness, 'cause the Nintendo system will die, will die. (Chorus)

(Verse two)

How can I, get through days when I can't get my SNES, I can try, but when I do I see Mario and I cry, sob sob sob, sooob sob. Our face was as wet as the sea. I can vow, I am proud that I've never touched a Sega.

(Chorus)

(Verse three)

And if SNES's ever fell one by one from the sky, I know Sega could not be too far behind. Cause baby these Nintendos are unbelievable, cause honey these kind of Nintendo's are the kind that come from way up there. (Out of this world)

(Chorus)

Paul Leslie & Simon Dow, Tayside

Dear Paul & Simon,

The rhyming is a bit suspect but apart from that not a bad effort. You said at the bottom of your letter that you'd like a copy of Lethal Enforcers for your trouble. We'll you can't blag freebies as easily as that. If you doctor the lyrics to another song, include the whole TOTAL! team and send it to us at the usual address we'll print it in a couple of months and send you our copy of the cart. Fair enough?

# THE IRISH ARE BONKERS

Dear TOTAL!

Greetings from the green, green grass of Ireland. Can you please tell me why there aren't any decent Irish games mags on the market? Also if the rumour that there's to be a Power Rangers game is true can you please come around and beat me with a stuffed German Shepherd so I wont see it. Yours whatever.

Richard McBride, County Clare



Right then, what's in **Johnny's Crayon Corner** postbag this month? Mmm... not a lot! I'll tell you what, every pic that gets published will receive a free thing, so be sure to put your full name and address.

**Sombody called Damo** sent this picture of Cammy in, and as you can see, it's as silly as his nickname, unless he's about ten years old or it's his real name.



**Dennis Lee is** aged nine and from Surrey. Nicely rendered pic, Dennis, but I don't remember seeing those faint lines running through the game!

Johnnu's CRayo



# WEIRD PLACES I'VE PLAYED MY GAME

**BOY No:32** 

### WIN A **GAME BOY** CART!

**Dear Richard** 

Not only aren't there any decent Irish games mags on the market, there aren't any at all as far as we know (somebody please tell us if we're wrong).

As for the Power Rangers game, there are two and they're both utterly cack (the SNES version scored what was, at the time, the lowest TOTAL! score of all time... just 5%). What you do with a German Shepherd is your own business. You blinkin' weirdo!

Josse



NAME: Kam Yip Man

**AGE: 13** 

FROM: Harlow

Kam sent in this rare picture of Donkey Kong playing Wario Land while having a pooh. You could do with some new carpet in your bathroom, Kam, but instead we'll send you a copy of Space Invaders for your Game Boy. You would have got a better game, but that's cruelty to gorillas.

**Dear Andy** 

Please tell Frank that my friend Grant is fat as well. You're not alone, Frank!

Lee Foot, Plymouth

**Dear Lee** 

I'm certain that Frank is fatter. That's why we had to kill him!

**Dear Andy** 

I've heard that Doom may be coming out on the SNES. Is this true, and if so, when?

Paul Hewitt, Derby

**Dear Paul** 

There were plans for a SNES release of oom but Williams are now developing

the definitive version for the Ultra 64, packed with plenty of updates, instead. Andy

**Dear Andy** 

**Topsham** 

Will Atko be investigating the CES in Las Vegas next year? Martin Turner,

**Dear Martin** 

Andy

Atko will indeed have his investigator's hat on in Vegas and we'll be publishing the case in March. Let's hope Johnny goes with him.

**Dear Andy** About three years ago I

bought three copies of TOTAL! issue one. I was planning to sell them in the future. I could make some dosh, but have decided to burn two copies and keep the other one for myself. So a big raspberry to anyone out there desperate for one.

TOTAL! issue one in the basement and will give a couple away to the first two readers who send in a fitting punishment for this terrible crime. Remember, 'Ace', we know where you live.

We've got a stack of

**Ace Davies, Wales** 

Dear Ace.

The following three pages contain hot Nintendo secrets from some of the best gamers in the country. Want to join the TOTAL! hall of fame? Okay then, simply send your best tips, cheats, and codes to: TOTAL! Tactix, TOTAL!, 30 Monmouth Street, Bath, Avon, BA1 2BW. If you want to get the best out of your games, READ ON!



#### SUPER SPACE INVADERS

Dean Young from Bury sent in this top tip which allows you to amass a whopping score on Super Space Invaders. After firing 22 shots on any level stop firing and wait for the space ship to come on screen. Shoot it with your next shot to get the maximum 300 points. Now count a further 14 shots and wait again for another 300 point space ship. Repeat this process on every new screen for a stonking great score. Cheers Dean.



SUPER MARIO LAND II



Not only has **Ricardo Visininho** got a stupid name, he's got a stupid cheat for *Super Mario Land II*. To start a short limited silent demo press, DOWN and SELECT together, RIGHT and SELECT together and UP and DOWN together. What a rubbish cheat.



#### DESERT STRIKE

This brilliant top down tactical blaster is a swine to complete so it's about

time we got a decent cheat in. Use the following code to get ten helicopters instead of three:

BS9JS27. Thanks to **Christian-Arild Strømmen** from Norway for that.





#### AXELAY

Peter Hetherington from Camberwell sent us in the following top cheat for Axelay on the SNES. To become invin-

cible, start the game as normal and press PAUSE. Now de-select PAUSE, wait a second and press: SELECT, UP, DOWN, LEFT, RIGHT, Y, B, A, X, and de-select PAUSE.





#### TURN AND BURN

That top bloke James

Bleakney from Kilkeel has sent us all the
level codes for this great shoot-'em-up. Good
one James, keep 'em coming.

Level 02 NQBJKLFF Level 03 GSZWBFPT Level 04 RRHCZJVM Level 05 BPYXDLNF Level 06 LFMGWTKQ Level 07 PQTBCZNJ Level 08 DKUWGSQK Level 09 GKQZBLCT Level 10 DCMHRPFJ Level 11 WZGNJYZX Level 12 JDZFMLFV Level 13 SOBCTRRG Level 14 SPWVJKDH Level 15 LPKGBPFZ





#### STUNT RACE FX

TACTIX

Is this the best racing game of the year or

what? We certainly think so. At any point in the game press L, R and Select. This will access a new diagonal viewpoint which makes the game so bloody hard that we reckon it's thoroughly impossible (good eh?). Thanks a lot to top tipster Marc Stolworthy from good old Exeter.







#### WARIO LAND

When you have completed Rice Beach go back

to the double exit. Swim over the first door and enter the secret level which contains oodles of lives and coins. According to TOTAL!'s friend **Christopher Tonnely** from Seaham it does anyway.



#### STUNT RACE FX

Yet another Stunt Race FX tip, this time from Stuart Newman our

regular tipster from London. On Battletrax you can race as or against the computer. On the starting grid don't press anything on your pad for a couple of seconds and the car will start automatically. If you want to race against it, play using the other pad. If you want to be sneaky and thrash a friend just pretend to be pressing the pad.



Send all your questions, problems, codes and bags of money to: Q & A, TOTAL!, 30 Monmouth Street, Bath, Avon BA1 2BW

Q Is there any way of making Super Caslevania IV on the SNES any harder? I've finished it and now I'm bored stupid.

**Thomas Brown, Wales** 

A There is indeed a way and it goes a little like this. Using the key provided enter the following password.

 X = Blank Box
 H = Heart

 A = Axe
 B = Bottle

 HAXB
 AXXH
 XAXX
 XHXX

Q I know you think that *Power Rangers* is a bit pap but could you please print the level codes for us unfortunates who bought it?

Garry Tibbs, Braintree

A Well of course we can, we feel very sorry for

you. Here they are: Level 01 3847 Level 02 5113 Level 03 3904 Level 04 1970 Level 05 8624 Level 06 2596 Bonus 01 0411 Bonus 02 1007 Bonus 03 1212

Q I'm having loads of trouble with *The Blues*Brothers for the SNES. Have you got any cheats to make it easier?

Marko, near London

A Collect the 11 lives at the Denver concert and then kill yourself. Repeat this until you have the maximum 99 lives. That should make things a bit easier.

# **Cheat Cart Codes**

#### ACTION REPLAY CODES

We do our best to collect all the most useful and up-to-date codes around. If the codes you need to get the best from your game aren't here, try calling the Nintendo hotlines. They are open until 5:30pm. Advice about Super NES on (0782) 745990, Game Boy on (0782) 745991 and NES on (0782) 745992.

#### **CHAOS ENGINE - SNES**

7E00901A Infinite lives for player one
7E00921A Infinite lives for player two
7E40FF06 Special powers for player one
7E417406 Special powers for player two
7E40F041 Infinite vitality for player one
7E416555 Infinite vitality for player two



7E053190 Unlimited energy for player one 7E05EA00 Special moves in mid-air for player one

7E05D002 Player one only needs to win one round

7E05D300 Autofire for player one 7E059C01 Extra Turbo speed for player one 7E059B01 Player one is invisible

7E053430 Super high jump for player one 7E00BF10 No background 7E06A701 Easy fireballs for player one

#### FLINTSTONES - SNES 7E1CF203 Infinite lives

7E1B9402 Move until you switch Action Replay off 7E1CE802 Infinite energy

7E1CCE1B Freezes the timer

#### **GODZILLA - GB**

00F09FE6E Infinite lives
00516D19E Infinite energy
016E9FE62 Start with two lives
096E9FE62 Start with ten lives
0883BFA2A Godzilla loses half of his energy
with the first hit

#### NEMESIS - GB 01020BCE Pe

01020BCE Permanent double ghost 010280C0 Infinite lives 010300CE Permanent top speed 01030CCE Permanent shields

#### **DEFENDER OF THE CROWN - NES**

0005D7FF Always have 255 gold pieces
000593FF Always have 255 soldiers
00059FFF Always have 255 catapults
000599FF Always have 255 Knights
00051130 Unlimited energy when fighting
00064706 Unlimited boulders

00064502 Unlimited Greek fire

#### game senie code

This is the section that takes so long. Weeks of painstaking work culminate in one of us sitting down and typing in a load of codes.

#### **BEST OF THE BEST - SNES**

828DD409 Infinite special moves DFC36D69 Start with one special move D6C36D69 Start with eight special moves BAC36F69 No special moves for player two Player one can play with any boxer D4C30DAD DCC30FDD Less strength DCC30F0D Less resistance DCC30F6D Less reflexes 743C0FDD More strength



74C30F0D More resistance 74C30F6D More reflexes D68FAD65 Almost infinite energy

1DE731E8 Shield lasts until end of level

at least

C269C1EB Infinite lives

Items you an afford in shop A28435EC

are free

DF3C4073 Start with two lives Start with six lives D93C4073 DB3C4073 Start with ten liveS

002-85D-E66 Start with one life Start with five lives 042-85D E66 Start with ten lives 092-85D-E66 F06-DCD-6E9 Infinite lives Start first life with no 002-CAD-E66

energy wings Start first life with four 042-CAD-E66

energy wings

No loss of stars when you die F06-D7D-6E9

009-6FD-2A2 Infinite time

MEGA MAN 3 00B-CCF-E6D Infinite lives 02C-CFF-E66 Start with two lives 05C-CFF-E66 Start with five lives 09C-CFF-E66 Start with nine lives 218-5C9-E61 Invincibility

#### **JURASSIC PARK - SNES**

**GZUXXKVS** Infinite ammo Infinite lives **GZEULOVK** Immune to most attacks **AVEGPOSA PAVPAGZE** Small dinosaurs give

more bullets Small dinosaurs give less bullets

**PAVPAGZA EEXASANE +** EEUXANE

Small dinosaurs give three balls

**OEXASANE + OUEAXANE** 

Small dinosaurs give multi-shots

**XEXAXSANE + XEUAXANE** 

Small dinosaurs give armour

piercing shot

#### **KICK OFF - SNES**

ZTUSIPPL Slow down game timer APUSIPPU Speed up game timer

#### **CYBERNATOR - SNES**

C2344FDD Infinite energy

CD3F1406 Energy chip is worth morer

Start with lasers 62BF17AF

62BF17DF Start with homing missiles Start with napalm bombs 62B4176F View the succesful ending F7BD176F

without having to win the game. We like that one lots!

# **UPER**

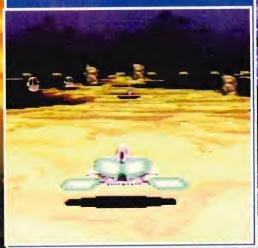
Peter Hewitt from Derby has found a method of obtaining 99 lives on Super Mario World for the SNES. Go to the Forest Of Illusion, pass through the halfway point and cut the tape. Go right, kill the turtle and when the multipower block is a mushroom, jump on it. Now wait until it turns into the flashing star and collect it. This will make you invincible. Go right and kill every enemy which will give you 20 lives by the time the invincibility has run out. Now press START and SELECT and repeat the process until you have a maximum total of 99 lives. Not at all bad!





This is the best of the SNES trilogy and probably the hardest as well. Not any more! On the fifth level when you get to the second pit (the one with the falling blocks), walk off the edge and keep your finger on the left button. You should fall into a cave. Shoot around and several lives will appear. Keep doing this until you have all the lives you want. Thanks goes out to Lee Hawkins who faxed that one to us.





#### TOTAL SOLUTIONS

The TOTAL! team have oilt all your favourite games by tipping them!

Alfred ChickenGB19-23
Alien 318
Bart Vs the Space Mutants NES12
Batman6
Battle Of OlympusNES9
Battle Of OlympusGB22
Castlevania II10
Cybernator22
Defender of the CrownNES4
Digger T Rock6-7
DizzyNES19&22
Dragon's Lair10
Dr Franken15
Duck Tails7
Faxanadu17
FlashbackSNES27-28
Fortified Zone5
Gargoyle's QuestGBGB13-14
Little NemoNES11-12
Maniac MansionNES4&7
Mega Man III22
Mortal Kombat21
Mystic QuestGBGB30-31
Prince of PersiaGBGB10-12
Probotector16
Probotector16
Probotector IINES20
Rad Gravity18
Rainbow IslandNES13-15
Rescue of Princes Blobette GB4
Robocop3
R-Type
Shadowgate4
Skyblazer29
Smash Tennis34
SolsticeNES
Star Wars6-9
Star Wing19
Street Fighter II TurboSNES21 Stunt Race FXSNES35
Super Mario BrosNES23 Super Mario BrosSNES23
Super Mario Bros 2NES4-5,24
Super Mario Bros 3NES2-3
Super Mario Bros 3SNES25
Super Mario:The Lost Levels SNES26
Super Mario LandGB1-2
Super Mario Land 2GB17
Super Mario WorldSNES7-12
Super MetroidSNES31-3
Super Smash TVSNES13
Super ProbotectorSNES16
Super Star WarsSNES20
Super Street Fighter IISNES34
Teenage Mutant Hero TurtlesNES1-2
Terminator 2GBG
WolfensteinGB30-31
ZeldaNES8
ZeldaSNES14-17
Zelda IINES9
Zelda IVGB24-29



# I SOLO

# LEVEL FIVE

#### Jack And The Beanstalk



1. Start off by heading right. You might as well kill those butterflies while you're at it.

2. The beetles can't be killed. Don't bother trying, eh?



3. The seeds are easiest to avoid if you stand near the stalk of the plant. don't forget to pick up the

extra hits between the last plants.

4. Push the apple to the right ad use it as a step ladder to the rest of the level.



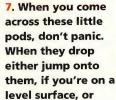
5. Push it to the right to water it and once it's grown shove it as far left as it'll go before

jumping from it to the mushrooms on the left and up onto the tree.

Duck down when you get on the floating leaf but be ready to jump to the next one quickly.



It's unusual for TOTAL! to run a player's guide to a platformer, but when we reviewed *Mickey Mania* two months ago we had such a good time that we wanted to make sure you did as well. Here goes then, with the final part of our *Mickey Mania* walkthrough...



check briefly and continue under the bouncing bug if you're heading up a slope.



8. To the far right you'll fnd this switch which opens the hatch you passed over earlier.





10. All you have to do for this bit is jump on the ladybird and hang on.

11. To get up these steps you need to jump onto the large brown seeds until a plant grows.



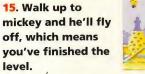
12. To get up the big rope you have to jump from strand to strand.







14. Don't let the beetle's antics phase you. Just wait for your moment ad move on.





# LEVEL SIX

# The Prince And The Pauper



1. When you get to these stairs they dissapear. Don't panic. Kill the stoat and grab the goodies before heading back the way you came.



2. Push the chest to the left and jump up onto the platform above the entrance and on to the chandalier. Get

it swinging by moving from left to right with the swing and continue to the right.

3. Flick the switch at the top of the stairs.





4. You'll need to bounce on this book to get up onto the book-case.

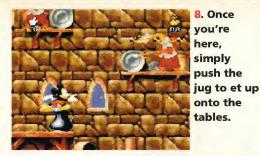
5. Jump on the left hand book and as it reaches the bottom jump quickly onto the pile, the other book and the bookcase.



6. The guards can only be killed by missiles, but you can bounce on them unharmed.

7. Once you've found Pauper mickey go bak left under the stairs.





9. Now make your way up and flick the switch.



10. Remember,

fire's a bad

thing so be

sure to avoid

12. Jump on the platform

but watch for

when it heads

and it's easy.

to a spike. Don't panic

11. As soon as yo get into this room jup on the pump to blow the ring

up and hop on.





13. Don't hang about on these platforms or you'll come to a



15. When the spikes with-draw to the ceiling and floor run like hell until you're out the other side.



16. Here you need to push the rock onto the switch to keep the magic platform handy.

be crushed.



17. The tower's tricky but can be done. When you see a barrel coming get to a flarge platform and wait for it.

18. This is a straight race against time. Don't forget that the barrels are platforms too.



# **Biq Pete**

ig Pete's one of them three-stage bosses but you can never directly harm him, so stay out of the way.





1. When he jumps Pete causes steel balls and a spiked platform to fall to the ground. Avoid the balls and push the platform to the right where Pete will land next time he jumps.



2. Next a large ball and chain and two switches descend from the ceiling. To get to the switch you need to jump on Pete's sword as soon as it hits the wall. Keep swapping sides and stick to the corners, where it's easier to dodge the increased number of falling balls and you should see him off.



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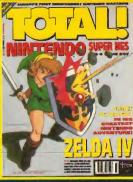
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# Reader 46

#### **Buying? Selling? Swapping? Or just fancy** seeing your name in print? Well, it's all happening here in Reader Ads...

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 SNES – Super Street Fighter 2 £40, Street Fighter Turbo £25, Mario All-Stars £25, Boxing Legends £25, Castlevania £20, or swap for Puvo Puyo or Tetris Battle (Colchester area).

#### Tel: 01206 867683

UK SNES games. The Lost Vikings, Striker and Super Tennis, All in mint condition - £20 each, or will swap any game for Sensible Soccer (in good condition). Phone after 6pm.

#### Tel: 01374 429049

 UK SNES with 2 controllers and five games, including Mario All-Stars and other Mario games. Boxed, only £135 ono the lot.

#### Tel: 01206 540356

For sale, SNES games: Super Mario and Super Probotector £25 each. Or will swap for any game. Ask for Gavin.

Tel: 0131 447 3000

SNES games: Star Wars £15, F-Zero £15, Super Soccer £15, Mario World £10, Starwing £20, NHLPA Hockey '93 £20. Call after 7pm. Tel: 01702 713044

Boxed NES with instructions, 2 controllers, 3 games (Zelda 2, Mario 3 and Swords and Serpents) - only £45 ono. Ask for Rob.

#### Tel: 01206 540356

Game Boy for sale with 5 games: Mega Man 3, Mario Land, Mario 1, Bugs Bunny, Nigel

#### Tel: 0181 997 9633

Game Boy games for sale: Robocop, Bugs Bunny and Paperboy. £5 each or £12 for all of

SNES for sale, 3 pads plus 20 games £450. Mega Drive for sale, 1 pad plus 22 games £450. NES for sale, 1 pad plus 12 games £100. Call after 4pm and ask for Daniel.

#### Tel: 01656 784683

UK SNES for sale with NBA Jam, Super Mario All-Stars, Starwing. Everything boxed as new. Perfect Christmas present. 2 months old, £130. Tel: 01234 261772

 UK SNES game. Tiny Toons Buster Busts Loose. Boxed with instructions. Excellent condition £30.

#### Tel: 0171 828 6961

SNES games boxed with instructions. Jurassic Park £15, Mortal Kombat £10, Dragon Pad £3, Stereo a/v cable for SNES £10. Ask for John. Tel: 01642 472639

Sale: NES with 2 control pads, 2 games (ML3) and Turtles 1), mains adaptor. (NES + Turtles not boxed). Only £40 ono. Call after 5pm.

 Game Boy for sale with 15 games, link lead, adaptor, light boy, 3 large cartridge cases, carry case. £195 the lot, or £10 a game.

#### Tel: 01276 26030

NES for sale, 11 games (inc SMB 1, 2 and 3, TMHT, Track and Field 2). Worth over £400, sell for just £100 ono.

Tel: 01384 375384

SNES games for sale: **Super R-Type and Blazing** Skies £15 each. Monopoly for Game Boy and Robot Rob for NES wanted. Will swap or buy.

Tel: 01751 472913

 Sega Master System and 9 games, all boxed with instructions (console not boxed). Call after 6pm, Wirral only.

#### Tel: 0151 604 1289

 SNES games for sale. Alien<sup>3</sup> and Cool Spot. Boxed with booklets. £20 each. Ring after 9pm.

#### Mega Drive, 3 pads, 8 games including Street

Fighter 2 and Lemmings. VGC £180 ono.

#### Tel: 01934 743158

NES for sale, 2 pads, Zapper, 5 games boxed as new + all leads, £80 ono.

#### Tel: 0151 263 4032

Lethal Enforcers for sale (UK) £35 with box. gun and instruction booklet. Or swap for Mortal Kombat 2. Phone Bob!

SNES games for sale. Home Alone 2 + Super Putty + Tazmania + FIFA Soccer - with cover and instructions only. Phone after 4pm.

#### Tel: 01764 655323

 SNES, 16 games including FIFA, Zombies, F1, Street Fighter 2, Rock 'N' Roll Racing, Zelda, 2 controllers. Excellent condition. £275 ono.

#### Tel: 01737 359443

For sale: UK SNES – Super Mario World pack plus Starwing, Pilotwings, Desert Strike and Wing Commander - The Secret Missions. Can be sold separately or as one complete pack. All boxed with instructions. Call John.

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#### Swaps

 I'll swap Mario Brothers 1 or 2 for Pac Man. Please someone swap.

Write to: Eloise, 16 Bradburn Road, Robin Hood, Wakefield, WF3 3AP

 Super NES World Class Rugby – sell or swap for Mario Paint or good game.

#### Tel: 01384 250909 or: 01384 291053

 Swap my Mortal Kombat 2 (excellent condition) for Stunt Race FX, or sell for £50 ono. Phone after 8pm and ask for Michael. Must be able to pick up in Barnett.

#### Tel: 0181 449 4560

 Will swap Mickey's Quest or Nigel Mansell's Racing for either Secret of Mana or Young Merlin.

#### Tel: 01895 448253

● I would like to swap NES with decent games for a Mega Drive with Sonic 2 and 3. Call any day and ask for Jamie.

#### Tel: 01772 815195

 SNES games to swap: Flashback, Alien<sup>3</sup>, Royal Rumble, Robocop, Blues Brothers, Star Wars (USA), Road Riot (USA). Call Andy. Tel: 01374 176600

#### I will swap World League Basketball or Mario All-Stars (WLB boxed, MAS instructions) for Madden NFL 94, Clayfighter, Cool Spot or

Mortal Kombat 2 + £10. Ask for Robin, must live in County Durham area.

#### Tel: 0325 354386

 I want to swap my Alien<sup>3</sup> or both Starwing and UN Squadron for Super Empire Strikes Back, or will buy for £20-30. Ask for Martyn. Tel: 01763 262363

#### Warnted

Wanted – Metroid for the NES. Must be in perfect condition with instructions. Name the

Tel: 01734 421796

Wanted - Super Nintendos and Game Boys and games. **Good prices paid. Phone** Paul.

d: 01522 723014

Urgently needed!!! Super Bomber Man (UK or USA). If you have it, call and ask for Robert! PS: buying price £20.

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#### Pen Pals

Hi. I'm looking for a female pen pal. I like most sports and I am 13. I'll try to reply to everyone who writes. Photo if possible.

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Since we've done a bit of coverage on *Ultra Doom* and the Virtual Boy this month, we thought it would be a good idea to see what's hot and what's, er, crap 3D-wise on our three favourite games machines. Here goes...

# SPETILIES

NAME: ATKO GENRE: 3D STUFF FORMATS: ALL STATUS: GOT A

#### 1. STAR WING

The first FX game and a taster of the brilliance to come. The graphics are splendid and there's also a great shoot-'em-up in there too. If anything, the gameplay is actually better implemented than in *Stunt Race FX*. This is a stunning game!



#### 2 STUNT RACE FX

The brilliant follow-up to Starwing. This time the Super FX chip is used to even greater effect. It's a tad slow, and not the most thrilling racer ever, but it's packed with tricky and neat little features and as far as 3D visuals go, it's a corker.

Issue 32

88%



#### 3. PILOTWINGS

A complete and utter classic. It seems the early games were the only ones to use Mode 7 properly and this does it to spectacular effect. Oh, and the original concept of being a trainee flyer across many different aircraft was a neat idea too. *Pilotwings* is just brilliant stuff!





Issue 11

91%

Hurrah! Ditch those FX chips. Let's see the SNES Mode 7 put to full use like this more often. A more than worthy successor to Super Mario Kart. It's splendid, and four can play at once.

#### Issue 36 91%

#### **Wing Commander**

Jerky, 3D sprites zoom all over the place as you pilot your spacecraft around the galaxy. It's very playable, but somehow the 3D isn't quite what you'd expect.

#### Issue 14 89%

Another FX game and, if anything, the worst of the lot. However, having said that, it's still a very good blast and evidence that given the power to produce decent 3D, the potential is there to open up a whole new area of gaming to SNES owners.

#### Issue 35 85%

#### **Wolfenstein 3D**

A little primitive, but the fast moving, go anywhere 3D works remarkably well to produce a very atmospheric shootercum-adventure game.

#### Issue 26 87%

#### Mech Warrior

Pretty bloody smart actually. The downfall is in the gameplay, but the 3D pumps the adrenaline around your body like nobody's business.

#### Issue 30 85%

#### T2 Arcade Game

No clever 3D trickery here, just an in-yerface blasting experience using standard sprite scaling. But it works very well. It's a frantic experience.

#### Issue 25 81%

#### Super Mario Kart

Excellent stuff. Superb in its day, and led the way to the brilliant Street Racer which can only be a good thing.

#### Issue 11 82%

#### . Spectre

Fairly simple 3D here, thankfully though, the simplicity has lead to a fast, smooth game that is able to fully exploit the gameplay potential.

#### Issue 30 81%

#### Lawnmower Man

Many sections of this game feature polygon generated 3D visuals, all nicely created without the help of a Super FX chip. The difference between this and an FX game is obvious, but the coders have done jolly well to make the SNES perform this well.

# lssue 24 79% 13. Eye Of The Beholder

The 3D here is fairly basic with the maze exploration format not quite being convincing enough. But in the absence of many 3D adventures, it's an engaging enough title.

Issue 32 73%

#### 4. Super Battletank 2

A bit dull. The landscape is a bit bleak but the enemy vehicles are well-detailed and this helps to enhance the somewhat plodding gameplay.

#### Issue 33 70%

#### **Dungeon Master**

A classic on the old Amiga but somehow it's lost its charm in the transition to console. The visuals are detailed, but very static.

#### Issue 29 63%

#### 5. Turn 'n' Burn

Raaasssp! A large bucket of slops. Crap 3D, crap gameplay, crap everything. Well, alright, it's not completely disastrous, but almost.

#### Issue 33 60%

#### Taz Mania

What a load of old drivel. The seed of a good idea is here, ditching the platform formula for a 3D race type thing, but it just falls flat on its face through sheer repetition and, well, being crap.

#### Issue 20 55%

#### Super Air Diver

Average, just average. The Mode 7 3D is only done adequately well and the gameplay is also a full time resident of Bland Street, Mediocrityville.

#### Issue 22 49%

#### Blazing Skies

Should have been good with it's range of aircraft and slick Mode 7 graphics but the gameplay doesn't cut the mustard. Shame that.

#### **Issue 12 42%**

#### **Super Strike Eagle**

Why is it so hard to come up with a worthwhile flight sim' on the SNES. Pilotwings was brilliant, but most flight games, like this one, are pathetic. Dismal 3D, no excitement.

#### **Issue 19 38%**

A complete classic. All the 3D is done with wireframe polygons (they're not filled in) but this makes it fast, smooth, and coupled with the intense combat and intriguing trading aspects, it's a thoroughly special game.

#### **Issue 11 96**

#### **Ultimate Air Combat**

That's more like it. Not a fully fledged flight sim (but that'd be tedious on a console anyway). This blends good 3D with some thrilling action, and all on a humble NES. Not bad!

#### Issue 15 82%

#### **Swords And Serpents**

Forget the rating, this is very old and as such, looks a bit poor now. Still, despite dreadful visuals, there's a pretty good RPG underneath.

#### Issue 2 82%

#### 4. Silent Service

It's good, but more because of the originality of piloting a submarine and the good gameplay. It's certainly not the primitive 3D visuals that make it worthwhile.

#### **Issue 18 75%**

Same rules as Swords And Serpents apply, but this isn't as good so think hard before trying it as a bargain buy. Issue 2 74%

#### 6. MIG 29

Ooh hard luck. This almost made the grade but again, couldn't quite come up with the goods in either looks or action. Try again.

#### **Issue 21 70%**

#### 7. Top Gun

A bit of a nonsense really. While the film looked flash but lacked depth, this sadly looks cack and has never even heard of the word depth.

#### Issue 14 69%

#### 8. F-15 Strike Eagle

Look, if you can't create a decent flight sim then forget it. This is as dismally poor as the majority of console flight sims. It just doesn't perform.

#### Issue 9 56%

O.

#### Game Boy

A very unusual game featuring multiplayer true 3D maze antics. It's odd, but it's also very exciting and the movement surprisingly smooth for a Game Boy. Splendid multi-player fun. Issue 5 93%

#### 2. Race Drivin'

It was crap in the arcades, it was crap on the SNES and by golly it's cr... oh, it's actually quite good. The gameplay is still ropey, but they've done a storming job with the filled polygons. Issue 19 88%

#### 3. Lawnmower Man

Like the SNES version, the 3D has been done surprisingly well. More so here, considering the Game Boy's limitations.

#### Issue 25 85%

#### . Turn And Burn

Ace and fab and all that. Looks good, plays good. You won't get super 3D on a Game Boy, but this is so good it doesn't matter.

#### Issue 15 80%

3D maze-type RPG fun for all the family. Well, the one who's got the Game Boy anyway.

#### Issue 11 799

#### 6. Star Trek - The Next Generation

Captain Picard should be given a right good slap on his spammy head. Issue 29 25%

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# DUSTIN HOFFMAN GOODIES. NO, HANG ON A MINUTE... WIN! HEBEREKE'S POPOON GOODIES!

You see, we're getting confused with all that Dustin Hoffman nonsense again. That's just the kind of game Hebereke's Popoon is - all those bonkers features, effects and samples have addled our brains. They seem to have had an odd effect on those delightful people at Marubeni as well - because they've decided to give away an amazing 100 - yes, 100 Popoon T-shirts. NOT BAD!





All you have do to to win one of these rather smart T-shirts, as modelled by the TOTAL! boys and Dave Golder, is to answer these two questions.

Name the hit 1967 film that Dustin Hoffman starred in alongside Anne Bancroft, with music written by Simon and Garfunkel?

And another film Dustin Hoffman's been in?

Send your answers on a postcard to: "Well, The Graduate's Got To Be The First One, And He's Been In Plenty Of Others So It Can't Be That Hard." Compo, TOTAL!, 30 Monmouth Street, Bath, BA1 2BW.

# PRIZE WINNERS

The winners of compos in issue 36 are:

US GOLD'S RALLY SCHOOL DAY: Stephen Jenkinson, Kidderminster TEN POWERDRIVE JACKETS:

Simon Pennington, Workington. Stuart Renouf, London. Paul Staples, Guernsey, Simon Cotton, Edinburgh. lain Crawford, London. Mark Andrews, Hayling Island. Kristan Battye, Huddersfield. Irah Simpson, London. Anthony McLean, Northumberland. Robert Strand, Glocestershire

# REN & STIMPY/SEAQUEST WINNERS:

Gregory Co, Derbyshire. Nicholas Boothroyd, Elland. Chris Longrigg, Fleetwood. Simon Warner, York. Chris Seager, North Yorkshire. Mr M Smith, Romford. Ben Derbyshire, Leicester. Christopher Allison, Kirkintilloch. D R Smith, Romford. Gavin Brown, Kirkaldy. Tom Jenkins, London. Wayne Carter, Lancs. Tracey Lynch, London. Chris Ryan, London. Andrew Brown, Powys. Andrew Gibson. Preston. G Jones, Doncaster. R Sandy, Kent. Scott Bradley, Newport Pagnell

#### RULES RULES RULES RULES RULES

If you don't obey these rules MAY SATAN HAVE MERCY ON YOUR SOUL!

- 1 Only one entry per person. We're a bit fed up of people who think they're more likely by sending in five envelopes. Fools!
- 2 Employees of Future Publishing and any other company mentioned on the TOTAL! Giveaway pages can forget it as well. No chance, matey.
- 3 The closing date for all these compos is 14th Feb 1995. That's also the final date for sending Valentine's Day cards to the TOTAL! team (especially Jon). I thank you.
- 4 Thicky Dyer's decision is final. And if he's not here then Josse's will have to do.

# IVEAWAY TOTAL! GIVEAWAY TOTAL! GIVEAWAY

# Hang on a minute, didn't we gave away some of these Mighty Max Squirty Heads last month?

# ADAY OUT FOR TWO AT



Yes, amazing but true, a gamer's dream will come true thanks to the combined magic of TOTAL! Giveaway and the generous, friendly nature of those wonderful chaps and chapesses at Sony and Ocean.

By answering one simple question you could be the lucky TOTAL! reader to enjoy an all expenses paid trip to Ocean's game development headquarters. You and a friend will meet the game designers, producers and developers who've delighted and thrilled you with their games, playtest their in-develop-

VOLCANO.

And take a trip to Granada Studios. Which this clearly isn't.

ment projects, enjoy a tour round Granada Studios plus get clued right up on all Ocean's latest top secret plans that they won't even tell us about yet (and we're their mates!).

Plus (sorry, I kind of ran out of breath there) the lucky winner will also win a copy of Mighty Max for the

SNES and a Mighty Max Squidy Suirty head. Not bad!

Five lucky, but then again, some might say, not-so-lucky runners-up will bag themselves copies of the top new SNES game plus a squirty head each. Not entirely bad, either!

All you have to do is answer this simple question:

Q: How many times have we printed the word TOTAL! in this issue?

Send your answers on a postcard to 'More Than Ten, Anyway,

Matey!' Compo, TOTAL!, 30, Monmouth Street, Bath, BA1 2BW.



And win yourself a copy of Mighty Max for the SNES.

# MEXT MONTH!

# STRAIGHT FROM-THE

In our very next issue we'll be bringing you a massive special report direct from the Las Vegas Consumer Electronics Show, the world's biggest event of its kind!

There'll be more exclusive news on the Virtual Boy with the first game shots!

We're also taking a look at what each of the systems below has on offer and why Nintendo look set to take the lead!







PLUS! Masses of information on the exciting games that are coming our way throughout 1995. DON'T MISS IT!

Ooh! I'd better hurry back in time for Valentine's Day. You never know what might be waiting for me!



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